

# HOWLS OF APOCALYPSE





# HOWLS OF APOCALYPSE



*Hiromi Cota, Matthew Dawkins,  
Cat Evans, Joshua Heath*



## Credits

**Developer:** Matthew Dawkins

**Writers:** Hiromi Cota, Matthew Dawkins, Cat Evans,  
Joshua Heath

**Additional Writing:** Zachery Naldrett

**Editor:** Richard Stratton

**Art:** Paul Tobin, Ken Meyer Jr., Laura King, Farri Lensen

**Art Director:** Mike Chaney and Maria Cabardo

**Graphic Designer:** Mike Chaney

**Creative Director:** Richard Thomas

**Consulting Developers:** Lydia "Project Ragabash"  
Herbison and Zachery "Project Theurge" Naldrett

## Special Thanks

For Patrick Schelle: You helped me love Werewolf.  
Thank you for being you, may you rest in peace.

For Zak and Lydia: You provided fantastic insights that  
went into this book's construction.

For all those backers who submitted Gifts and Rites:  
We hope the finished articles make you proud.



© 2023 PARADOX INTERACTIVE AB.

All rights reserved. Reproduction without the written consent of the publisher is expressly forbidden, except for the purposes of reviews, and for blank character sheets, which may be reproduced for personal use only. Werewolf: The Apocalypse, and the World of Darkness are registered trademarks of Paradox Interactive AB (publ). All rights reserved.

Visit World of Darkness online at [www.worldofdarkness.com](http://www.worldofdarkness.com)



# Table of Contents

<b><i>Introduction</i></b>	<b>6</b>	Occupants	15
Howls of Apocalypse	6	Events	15
Storyteller Advice	6	<b>Floor B3</b>	<b>15</b>
<b>New Advantages</b>	<b>8</b>	Room 3: VR Bay	15
Regina's Secret	8	Environment	15
Killbox's Colt Special	8	Events	15
Techgnosis	8	Room 4: Cell Block	15
Rite of Harano's Folly	8	Environment	15
		Occupants	16
		Events	16
<b><i>The Glass Cage</i></b>	<b>11</b>	Special Feature: Shackles	17
Synopsis	11	Special Feature: Cell Doors	17
In Detail	11	Room 5: Break Room	17
Floor Null	11	Environment	17
Floor B3	11	Occupants	18
Floor B2	12	Events	18
Floor B1	12	<b>Floor B2</b>	<b>18</b>
Ground Floor	12	Room 6: Live Subject Experimentation	18
<b>Background</b>	<b>12</b>	Environment	18
Neuro-Dynamic Laboratories	12	Occupants	18
Free-X	12	Events	19
Site Baker	12	Room 7: Storage	19
<b>The Characters</b>	<b>12</b>	Environment	19
The Last 24 Hours	12	Occupants	19
Cast	13	Events	19
Cellmates	13	<b>Floor B1</b>	<b>19</b>
The Staff	13	Room 8: Security	19
<b>Floor Null</b>	<b>13</b>	Environment	19
Room 1: Construct Alpha	13	Occupants	19
Environment	14	Events	19
Occupants	14	Room 9: Primary Elevator	20
Events	14	Environment	20
Room 2: Construct Bravo	15	Events	20
Environment	15	<b>Ground Floor</b>	<b>21</b>
		Room 10: Aboveground	21



Environment	21	Repercussions	40
Occupants	21	<b>First Intermission</b>	42
Events	22	Sunday Supply	42
Special Feature: The Helicopters	22	<b>Chapter Two: Ronin of Turtle</b>	43
<b>Epilogue</b>	23	Scene Four: Tar Bay	43
Aftershocks	23	<i>Burned-to-the-Bone</i>	43
New Allies and Foes	23	<i>Desiree Jefferson</i>	43
Fine Details	23	<i>Geoff Maublanc</i>	44
<b>Appendix: Cellmates</b>	24	<i>Emily Opened-Cell</i>	44
Silverwhisker	24	<i>Taking the Plunge</i>	44
Jasmine O'Malley	24	Scene Five: Something Unexplainable	44
Sean O'Malley	24	<i>The Totem?</i>	45
Hector Gonzales	24	<i>The Messenger</i>	45
Chell Chan	25	<i>Emerge from the Waters Renewed</i>	46
<b>Appendix: Staff</b>	25	Scene Six: Pig Stink	46
King	25	<i>Your Home is a Pigsty</i>	47
Kent Carver	25	<i>The Bait</i>	47
<b><i>Those Things'll Kill You</i></b>	<b>27</b>	<i>The Pains of Patience</i>	48
<b>Setting</b>	27	<i>Umbral Possibilities</i>	48
Who are Circinus Brands?	27	Scene Seven: Hot Trail	48
What is Turtle?	29	<b>Second Intermission</b>	49
What are Skull Pigs?	29	Weekend Denouement	49
<b>Background</b>	29	A Snowball's Chance	50
<i>The Big Secret</i>	30	<b>Chapter Three: Sea of Possibilities</b>	50
<b>The Characters</b>	32	Scene Eight: The Totem Returns	50
Pack vs. Ronin	32	<i>Surveying the Battlefield</i>	51
Cast	32	Scene Nine: Old Rag Mountain	52
<i>The Ronin</i>	32	<i>Body on the Path</i>	52
<i>The Sept Elders</i>	33	<i>Cracked Spine Caern</i>	53
<i>The Wym's Servants</i>	33	<i>Old Rag Blight</i>	53
<i>Caught in the Middle</i>	33	<i>Dive into Battleground</i>	54
<b>The Sept of Memories</b>	34	<i>The Way Out</i>	54
Broad Rock Pack	34	Scene Ten: Sharp Top Mountain	54
Stained Leaves Pack	34	<i>Mountain Ambushes</i>	55
Spades and Clubs Pack	34	<i>The Long and Bloody Clash</i>	55
Whispering Rovers Pack	34	<i>Sharp Top Blight</i>	56
Snake Tracker Pack	34	<i>The Lost Caern</i>	56
<b>Chapter One: Incident on and off Main Street</b>	35	<i>The Way Forward</i>	57
Scene One: Big Yellow Joint	35	Scene Eleven: Circinus Piedmont	58
<i>Destruction, Self and Otherwise</i>	36	<i>Chemical Plant</i>	58
<i>Investigating the Scene</i>	36	<i>Circinus Fields</i>	59
<i>Snowball</i>	37	<i>Fink Mansion</i>	60
Scene Two: Howl of Agony	37	<i>The Tour</i>	61
<i>Gutted in the Cemetery</i>	38	<b>Epilogue: Emerge From Your Shell</b>	61
<i>Sunder Slaughterhouse</i>	38	Unanswered Questions	61
<i>Hail to the King</i>	39	<i>The State of the Ronin</i>	62
<i>Fuck the Penumbra</i>	39	<i>Semyonov's Court</i>	62
Scene Three: Urgent Moot	39	<i>Wacky Backy</i>	62
<i>The Address</i>	39	<i>The Turtle Mystery</i>	62
<i>Who Invited Her?</i>	40	<i>Awoken Turtle</i>	63
		Moving On	63



<b>Appendix: The Wyrms' Army</b>	<b>63</b>
The Supervisors	63
Skull Pigs	64
King Semyonov	64

## ***Keeping it in the Family*** **67**

<b>Background</b>	<b>67</b>
<b>The Characters</b>	<b>67</b>
United We Stand	68
<b>Cast</b>	<b>68</b>
Horned Lizard	68
The Black Spiral Dancers	69
<b>The Sept of Long Shadows</b>	<b>69</b>
<b>Chapter One: It's All Moot</b>	<b>69</b>
Scene One: Our Tale	69
Watchful Eyes	69
Tonight's Agenda	70
Come To Blows	70
Otherworldly Vermin	70
Departure	70
Apologies	70
Scene Two: Flashpoint	71
Scene Three: We Reconvene	71
Vermin Cull	72
Peacemakers	72
Prowl	72
Reach Out	72
Every Kinfolk for Themselves	72
Assignments	72
Intermission	73
<b>Chapter Two: The Great Unraveling</b>	<b>73</b>
Scene Four: Lingerin' Discord	73
Walking the Bawn	73
Symptoms of Discord Part I	73
Peaceful Resolution	74
History Lesson	74
Mated Malice	74
Symptoms of Discord Part II	74
Insights	74
Other Outcomes	74
Scene Five: Tread Lightly	74
A Bad Place	74
Getting In	75
Poking Around	75
Company	76

<i>Straight to Hell</i>	76
<i>Insights</i>	76
<i>Other Outcomes</i>	76
Scene Six: Make Amends	76
Horned Lizard's Perspective	77
Salvaging Something	77
Insights	77
Other Outcomes	77
Scene Seven: New Friends	77
Rainbow Lake	77
Other Ties	78
Insights	78
Other Outcomes	78

## **Chapter Three: Breaking Point** **78**

Scene Eight: Secession	79
A Better Outcome	79
Scene Nine: War and Peace	79
Gathering Before the Storm	80
Face the Future	80
Alecto's Challenge	81
Scene Ten: The End of the War	81
Battle for the Long Shadows	81
The Cleansing of Seeping Rock	82

## **Epilogue** **82**

## **Appendix: Friends and Enemies** **82**

Discord Gaffling	82
Malicer	82
Black Spiral Dancer	82
Eats-the-Fallen	82
Alecto	83
Anton Blunt-Claw	84

## ***Ready-Made Characters*** **85**

<b>JoAnna Woertz</b>	<b>85</b>
<b>Soft as Snow Falling</b>	<b>87</b>
<b>Alexander Jacobson</b>	<b>88</b>
<b>Larmina "Red Sky" Ahmadi</b>	<b>89</b>
<b>Jakov Ogundadegbe</b>	<b>90</b>
<b>Jo "Ms. Fix It" Packard</b>	<b>92</b>
<b>Javon "Keeper of the Family Stories" Molin</b>	<b>93</b>
<b>Katla "Gandr Dancer" Valsdottir</b>	<b>94</b>
<b>Henry "Seeker of Spirits" Fournier</b>	<b>96</b>
<b>Zack "Litigates the Wyrms" O'Brien</b>	<b>97</b>
<b>Beth "Spirit's Pathstone" Page</b>	<b>98</b>



# Introduction

*The end is never truly the end. There is always something. And something can always grow.*  
— From the Turtle analects

It is said that a werewolf only meets their end one way: in a frenzy of blood and fur. There's no peaceful conclusion for the noble Garou. There's no retirement, pension, and time to watch the grandkids grow into a better world. For the werewolf, the world is one of permanent conflict, and to deny that — to resist it — is to deny nature, purpose, and the sacrifices made by fallen kin.

How one meets a bloody end is the true question. Does the werewolf fall to save others? What if their body or spirit are corrupted in the process? What becomes of those who flee the battle, or are captured and die with no kin around them to sing songs and howl mourning hymns in their honor?

Every tale is different, every fate unique, and every battle a personal challenge. Every howl is the voice of another warrior fighting for what they believe is their Gaia-manifested obligation.

## Howls of Apocalypse

**Howls of Apocalypse** presents three full chronicles exploring different aspects of the battles Garou fight in **Werewolf: The Apocalypse 20th Anniversary Edition**, though nothing prevents players from taking on the roles of other Fera in these tales.

**The Glass Cage:** What happens when you pen a pack of werewolves inside an experimental laboratory with other shapeshifters? A breakout tale of rage and vengeance allowing Gaia's warriors to truly use their fangs and claws.

**Those Things'll Kill You:** In this tragic tale of Turtle, Ronin, Skull Pigs, and Pentex, a werewolf sept is pulled between multiple conflicting demands and subjected to sabotage, assassinations, and betrayals from within.

**Keeping it in the Family:** This chronicle examines a sept falling to internal dissent while the Black Spiral Dancers pick at its fragile remains. Garou and Kinfolk alike are at risk in this story of the importance of family, community, and trust.

**Ready-Made Characters:** A host of characters and their character sheets, made to fit in any of the chronicles in this book, and for play in stories that take place outside it. These characters can also be used in place of non-player werewolves in any of the chronicles presented.

**New Advantages:** In the war against the Wyrms, the Garou need every weapon they can wield. This section of the Introduction provides a selection of fun and interesting new powers for use in your **Werewolf** chronicles.

## Storyteller Advice

Storytellers should always be prepared to improvise and adjust pre-written content on the fly. Therefore, it's extremely useful to read the content of this book ahead of time, especially when intending on running one of the scenarios in this book or permitting players access to one of the new Gifts.

New Storytellers may feel daunted by the prospect of making combat and navigating the Umbra interesting. Both can require a lot of bookkeeping or florid description to make them feel evocative and more than just dice rolling exercises.

The following advice is for Storytellers who want to ensure such scenes are as rich as possible:

### Always describe the environment

The best dramatic scenes take place in an interactive, flavorful environment. To put it another way, battles in a white room are dull. Therefore, if a Storyteller's planning a





fight, they should have a short list (five to ten) of obstacles, environmental features, and tools, for instance, that the players can interact with to make the combat more evocative. The archetypal example is a battle in a disused factory (a similar location shows up in **Those Things'll Kill You**), where the battlefield contains gantries and walkways, vats of acid, rusted barrels, conveyer belts, and girders. Allow rolls that tell the players about any useful features that could be used as weapons or cover. Players will remember a scene in such a place.

#### **Focus more on action than dialogue**

This advice applies particularly in the case of combat and the Umbra. The Wyrmservant explaining their plan is far less interesting than the Wyrmservant demonstrating their plan's effects. The putrid entrance to Malfeas is far more evocative if it's dragging the characters inside and scouring their skin with acid than if a Pentex executive is standing over it, telling the werewolves what will happen to them if they fall in. **Werewolf** is a game thick with action, so where possible, allow actions to describe the scene.

#### **Play with olfactory senses**

Describe the smell of the place, the sounds, the taste of a location. Whether it's a battle site in our world or in the depths of the Umbra, a flavor can tell a much stronger tale than paragraphs of descriptive text. A line like "As you emerge from the Blight, your skin feels greasy and raw, stripped of its top layer, while the taste of bile and rancid mucus hangs thick in your mouth" is a good way to set the tone and will make the players throw their characters in the nearest shower.

#### **Fights don't always need to end in death**

Establish this early on. Battles don't always have to be to the death and are often weaker when they are. Have a pack Totem intervene to advise backing away because the odds are against the Garou, or have the antagonist escape through manipulative means. The old favorite of "You either capture me or save your loved one!" is tried and tested, but can be mixed up a little. Throw more minions at the player characters, have the antagonist display a heretofore unseen power, or have human cops or reporters show up, thereby threatening the werewolves'



secrecy. Battles with recurring antagonists are far more satisfying for when they *do* end in death, but only because the antagonist has escaped the net multiple times before.

### Keep combat short(ish)

**Werewolf** is arguably the most combat-driven **World of Darkness** game, but lengthy fights become an exercise in number counting, dice rolling, and can feel draining. Having an event taking place in the background — such as the aforementioned cops being on their way, a bomb ticking down, or the building collapsing — is a good way to inject a little speed into proceedings. Don't be afraid to allow players the chance to unload all their biggest, brightest powers before tapering off into a montage of quick dice rolls and, therefore, quick actions, ending with a final full round before things conclude.

## New Advantages

When facing the Wyrms' many servants, it's crucial werewolves go in prepared for the fight. This new selection may give them an edge against their eternal foes.

### Regina's Secret

#### Fetish, Level Three, Gnosis 6

The Garou entrust Kinfolk with their secrets and often task them with transporting important items. Using ritual scarification to mark a Kinfolk, a Garou enables a Kinfolk to absorb an item into their body. While the exact process varies from tribe to tribe, the ritemaster carves the glyph of her tribe into the Kinfolk's back between the shoulder blades in an excruciating ordeal. The size of the glyph determines how many items the Kinfolk can hide; she can bind one item to her for each point of aggravated damage inflicted during the fetish's creation.

Once completed, an item can be bound to her through the Rite of Talisman Dedication. While she is still unable to enter the Umbra or change shape, by making a successful Willpower roll — or Gnosis if she possesses it — (Difficulty 6) she can meld the item into her body. It takes on the appearance of a tattoo on her skin in the shape of the moon she was born under. Items can only be unbound by a Garou who spends a Gnosis point. If the scar is ever healed, removed, or covered up with a tattoo it no longer functions. Any items bound become permanent tattoos on her body unless she undergoes the Rite again and gains a new scar.

To create Regina's Secret, one must bind the spirit of a trapdoor spider to the scar while it is being carved.

### Killbox's Colt Special

#### Fetish, Level Four, Gnosis 7

It takes a remarkable act for a Wyld spirit to agree to be bound into a tool of the Weaver. Killbox's Colt Special

is one such tool. The eponymous Glass Walker Ahroun once dropped a thieving Ratkin, drawing the attention of Owl. The gun itself is a custom Colt Anaconda Longbarrel (**Werewolf: The Apocalypse**, p. 303) affixed with a laser scope, black matte finish, and a hand-molded grip.

On activation, the laser site becomes viewable only to the holder. Firing the weapon makes no more sound than an owl in flight and ignores armor up to the number of successes rolled. Against a follower of Rat — be it pack, Bone Gnawer, or Ratkin — Owl's talon's manifest, causing aggravated damage. In addition to the damage dealt, anyone hit must make a Dexterity + Stamina roll (Difficulty 7) in order to stay on their feet. The wound from the gun appears on the flesh like the claw mark from an owl. The spirit refuses to activate the weapon when loaded with silver bullets.

To create Killbox's Colt Special, one must bind the spirit of an owl to a gun that has wounded a child of Rat.

## Techgnosis

#### Lupus Gift, Level Two

For many lupus-born, mankind's technology proves difficult to grasp. This Gift allows a wolf in a bind to make use of human devices via the connection to the world afforded by Gnosis. Use of the Gift does not grant actual understanding of the device or system accessed; from an outsider's perspective the technology simply cooperates with the Garou.

**System:** The Garou rolls Wits + Primal-Urge (Difficulty 7) and spends a point of Gnosis. For the remainder of the scene, the Garou can substitute her Primal-Urge for rolls calling for Crafts, Drive, Etiquette, Firearms, and Larceny. With the expenditure of a point of Willpower, they can use Primal-Urge in place of Academics, Computer, Law, Science, and Technology rolls.

## Rite of Harano's Folly

#### Mystic Rite, Level Five

Harano dulls Garou claws and leadens their steps. Its whispers stoke black flames of helplessness, inadequacy, loneliness. In its grip, despair seems rational in ways other Garou simply must not comprehend. When a Garou feels they can't go on, it creeps in and takes hold. Overcoming Harano is no simple task.

Using the Rite of Harano's Folly taxes the body and spirit of both the subject and the ritemaster. Harano can't be overcome if the participant is unwilling, nor can it succeed if the ritemaster and other Garou in attendance don't believe the participant is worthy of his place with the pack, tribe, or sept.

Knowledge of this rite vanished when the Croatan sacrificed themselves to banish Eater-of-Souls into the Umbra. An elder Child of Gaia Theurge has recently rediscovered it as part of her Rank challenge. Many whisper it was her



own struggle with Harano which allowed her to tap into the spirits necessary to return this ritual to the Nation. Others excitedly suggest that it's a sign that Middle Brother, while forever gone, is not completely lost, and still aids their cousins.

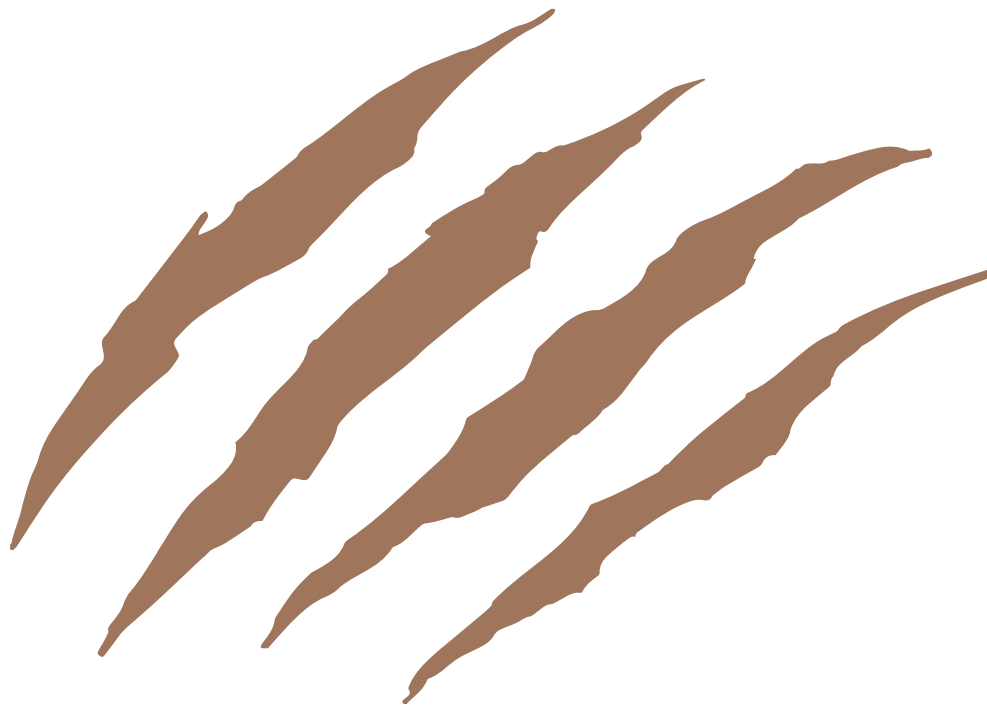
**System:** The subject of the rite needs to ask for help overcoming Harano. In addition to the ritemaster and the subject's pack, one Garou from each auspice and breed must participate in the rite. The participants form a circle around the subject as the ritemaster covers the subject's face with a mixture of dirt, warm ash, and water, all collected from within the caern's boundary. As she applies the mixture, the ritemaster chants, petitioning for spiritual aid in reclaiming the subject from Harano. Once completed, the ritemaster rolls Wits + Rituals (Difficulty 8) to call a spirit to aid the subject, with 1-2 successes summoning a Gaffling, 3-5 summoning a Jaggling, and more than 5 summoning an Incarna. A botch summons a Wyrn spirit. When the spirit has arrived, the ritemaster joins the Garou circling the subject.

One by one, the Garou in attendance spend a Gnosis and roll Charisma + Performance (Difficulty 8) as each tell

the spirit of the accomplishments of the subject and how they feel he will be of use to the Nation once he has overcome Harano. Collectively, they need to roll enough successes to equal the Gnosis and Willpower of the subject and the spirit for it to agree to aid him.

If successful the spirit agrees to the subject and attempts to pull them back from Harano. The Storyteller makes an extended roll of the spirit's Gnosis (Difficulty 8), requiring successes equal to the subject's Gnosis. Each roll inflicts 1 lethal damage on the subject. The subject heals as if in combat but must roll Stamina (Difficulty 8) to do so while the rite is ongoing. On a botch, the spirit discovers something unworthy about the subject and marks them spiritually, dissuading any other spirit from participating in this rite with the subject and allowing Harano to tighten its hold.

If the spirit is successful, the subject overcomes Harano. The ritemaster gains three Honor Renown, and all other Garou who participated gain one. Any Garou who spent Gnosis or Willpower beyond the minimum needed to perform the rite gain one Wisdom Renown.









# The Glass Cage

*"If someone puts their hands on you, make sure they never put their hands on anyone ever again."*

— Malcolm X

This adventure throws the pack into a dungeon-like Pentex laboratory facility, forcing them to fight their way through realities in order to escape and then get their revenge on those responsible.

**The Glass Cage** explores the nature of Rage, how it can trap Garou by locking their minds behind their instincts and bloodlust, and how it can empower them to destroy their foes. Characters will discover the limits of their Rage and whether they can tread the line between beast and human.

This scenario also involves mind games and betrayals, making it perfect for players looking for complications.

## Synopsis

**Glass Cage** is an action and puzzle-heavy scenario. Although this book presents Baker Site as a sandbox — with the rooms presented separately — the layout of the underground facility will constrain the pack, making the scenario relatively linear. Because of this, most packs will experience **Glass Cage** as follows:

Each pack member individually wakes up after an intense night of celebration that has their head still pounding. Shortly after, they meet a trusted ally and head off to a safehouse or similar location. As the day goes on, wolves realize that details do not add up and that they're being interrogated in a virtual reality prison. Once they escape VR, they discover the very real cage they're in, along with several fellow captives (and two undercover Free-X agents.)

With the help of their cellmates, they break out of the cell block and into the security room, gaining a better understanding of where they are and what they're up against.

At some point, two of their cellmates go missing, presumably abducted during a fight with guards. The pack works their way through the laboratory, recovering their missing cellmates, with evidence suggesting that one — a Ratkin named Silverwhisker — is secretly working for Neuro-Dynamic Laboratories. This is a lie to allow the real Free-X agents to embed themselves further into the pack.

The pack finally gains access to the elevator shaft and escapes, just as the facility director is attempting to escape and a pair of strike teams are inbound. The aboveground battle is full of potential explosions and ways for the wolves to escape.

## In Detail

**Glass Cage** is divided into five floors, with the first 'floor' being the virtual prison.

### Floor Null

**Construct Alpha:** NDL interrogators disguised as trusted allies gain the pack's trust

**Construct Bravo:** The interrogators try to extract information from the pack

### Floor B3

**VR Bay:** The first wolves to break out of VR free their allies and break out of their first room.

**Cell Block:** The pack meets another group of Fera and learns just how bad things are. They can fight the guards, help their new cellmates, and break out.

**Break Room:** The wolves take the fight to the guards and gain access to the next floor.



## Floor B2

**Live Experimental Subjects:** The characters discover a dozen experimental fomori and fight the guards once more. The guards capture Silverwhisker and Jasmine.

**Storage:** The pack catches up to Jasmine in a room full of equipment.

## Floor B1

**Security:** They find Silverwhisker, who's doing suspiciously fine, and learn more about what's going on.

**Elevator:** The pack must figure out how to escape.

## Ground Floor

**Aboveground:** The pack gets their chance at revenge.

---

# Background

With the exception of the virtual reality portions of this scenario, everything takes place at Site Baker, a Neuro-Dynamic Laboratories compound about an hour drive from Wagga Wagga, Australia.

## Neuro-Dynamic Laboratories

Originally a Pentex front company, NDL operated publicly without drawing undue attention to Pentex. Within a few years, they had become deeply involved in Project Lycaon, helping create War Wolves and other Mockery Breeds. Despite a spate of bad press that briefly pulled the mask from their face, NDL remains at the forefront of Wurm abominations, with virtually no public knowledge of their sinister activities.

If anything, Neuro-Dynamic has accelerated their evil, using their interrogation, experimentation, and infiltration (IEI) sites like Baker to extract information from prisoners. Afterwards, NDL performs monstrous experiments on the prisoners, such as implanting Banes and cybernetic implants. Even more insidiously, they also craft situations to embed specially created and trained Free-X agents into prisoner groups that they allow to escape.

The regional vice president of Neuro-Dynamic Laboratories for Australia is a wereape named King (p. XX).

## Free-X

The newest incarnation of the First Teams, Free-X is part paramilitary security company and part slick public relations firm, spinning off from their predecessor with all of the positive press and none of the notoriety. Even non-Pentex-owned news stations give Free-X a pass when it comes to their oppressive handling of protests. As a result, many—even some Kinfolk bitter that they haven't Changed

—buy into their marketing and sign up to become what they think are superheroes. Instead, they become Bane-infected fomori and other foot soldiers of the Wurm.

Among Free-X's numerous atrocities is their participation in Neuro-Dynamic's IEI sites: capturing Garou, other Fera, Kinfolk, and even ordinary humans caught in the wrong place at the wrong time. Free-X heavily drugs the abductees and turns them over to NDL researchers at Baker and other IEI sites for the scientists to perform their evil.

## Site Baker

The facility has three subterranean levels (B3-B1), where NDL researchers interrogate and experiment on abductees, largely Garou and other Fera, but also ordinary humans and Kinfolk. The site's personnel live aboveground in personal trailers for tours of six months, allowing them to tell their family members that they work as fly-in, fly-out mineral workers. While the facility is not terribly remote distance-wise, no roads lead to Baker, preventing people from accidentally stumbling upon it. Instead, most personnel rotate in and out via helicopters.

The site director for Site Baker is Kent Carver (p. XX).

---

# The Characters

**Glass Cage** is especially well-suited to take several Garou who've recently experienced their First Change, giving them the opportunity to create their own pack over the course of the adventure. This creates possibilities for deeper intrigue—as the pack will have fewer reasons to trust each other—and permits characters to be from around the world.

Because of the misdirection in this adventure, each of the characters should have at least one contact before the game begins. If you have a Session Zero (a session for discussing characters, goals, and boundaries), set aside time to flesh these contacts out, as you'll want to know as much as you can about the characters' allies, since you'll be playing versions of them in **Floor Null**.

## The Last 24 Hours

Before the events of the session began, Free-X agents abducted and drugged the characters, preventing the wolves from clearly recalling recent events. The thugs injected the pack with sensory override nanites, which replace the characters' senses with a virtual reality controlled by Neuro-Dynamic's interrogators.

If you're using this scenario as part of an existing chronicle, you should not have the players play out the abduction scenes, as this tips off the players that the VR interrogation isn't real and creates the possibility that the players roll exceptionally well and bypass the entire scenario.



Instead, they might be captured between scenes, perhaps after successfully repelling an attack by Free-X operatives. This way, the behind-the-scenes explanation for how the wolves got kidnapped is that the Free-X operatives used toxins with delayed effects and simply returned later to grab the drugged Garou.

## Cast

In addition to the player-controlled Garou, there are seven Storyteller characters.

## Cellmates

**Hector Gonzales (War Wolf, posing as a Child of Gaia Lupus Theurge):** An undercover member of Free-X who Jasmine isn't even aware of, Hector is an experimental War Wolf. Unlike Jasmine, Hector was born an ordinary wolf before NDL technicians radically altered his body. Although NDL believes his loyalty is absolute, he only obeys his orders because he knows it's his best chance for survival and that most Garou would kill him if they ever figured out what he really was; he's more than willing to let NDL personnel die if it increases his odds of survival.

**Jasmine O'Malley (War Wolf, posing as a Fianna Homid Ragabash):** Hailing from Dublin, Jasmine's an undercover member of Free-X, posing as a prisoner. She's a Gallain and an experimental War Wolf, created by a Bane infection artificially triggering a First Change-like transformation. She has a conflicted relationship with her uncle Sean, who beat her and left her for dead after he discovered she'd been infected by a Bane. Sean raged and slaughtered the rest of her family, a fact that convinced her that all Fera are dangerous animals, which is why she volunteered for this assignment. Carver recruited her before Sean's attack. Afterwards, he patched her up and completed her procedures, effectively taking her from her weakest point to her strongest, a fact that she will never forget.

**Michelle "Chell" Chan (Shadow Lord Homid Philodox):** This Macanese Garou has been analyzing the situation in her cell ever since she woke up and has reached the inescapable conclusion that the only reason she's still alive is because Neuro-Dynamic wants to embed a mole in a group of escapees. She's certain of this because it's what she'd do in their position. She wants to get back home to Macau, partly because that's where her pack is, but also because someone must have sold her out, and she wants revenge.

**Sean O'Malley (Fianna Homid Ragabash):** Jasmine's uncle, Sean's received the worst torture of any of the prisoners, mainly to keep him from talking. He mainly sits silently, wallowing in grief and tending to his torn tongue and broken jaw. Between his guilt over slaughtering his Kinfolk, the silver shackles impairing his regeneration, his frequent beatings, and more VR interrogation sessions than anyone else, his memory is fragmented. He knows Jasmine

wanted to join Free-X and that she didn't have her First Change before she was infected, although he doesn't trust his memories of the massacre, constantly drifting between being relieved that Jasmine is still alive to being scared for her life to wanting to kill her.

**Silverwhisker (Nezumi Rodens Tunnel Runner):** A shift-eyed wererat who's looking out for himself, Silverwhisker knows that if everyone were outside, he'd be seconds away from being lunch. He believes his best chance of survival is sneaking ahead of the Garou before they attract the attention of the entire base, although there aren't many opportunities to sneak anywhere. As a Japanese-American Ratkin from Hawai'i, he's desperate to get word back home that it's no longer safe on the islands, although he doesn't relish the idea of having to go there in person to deliver the message.

## The Staff

**Kent Carver (Bane-infested human):** The director of NDL's Wagga Wagga lab and its talent recruitment initiative. Mr. Carver has an incredibly punchable face, the sort of looks that scream "corporate asshole." Unfortunately, he's also supernaturally persuasive and dangerous, powered by a Bane and the best biological and cybernetic enhancements Neuro-Dynamic Laboratories has in stock. As a talent recruiter, Carver is a relatively public figure among Neuro-Dynamic and would rather flee than fight if he feels the outcome is in doubt. That said, he's also a cruel man, excited at any opportunity to physically or psychologically abuse the pack to demonstrate his "human superiority."

**King (Homid Yeren):** As the vice president for NDL's operations throughout Australia, King is the highest ranking Yeren in the company, and he has his eyes on even more power. In Crinos form, he resembles the biggest, meanest silverback gorilla anyone has ever seen. Most of his meteoric rise in authority within Pentex is due to his utter ruthlessness, which often leads people to underestimate his cunning and ability to twist consequences against others.

---

## Floor Null

As the story begins, the wolves awaken one by one, seemingly in the care of a trusted friend. In reality, they're inside of an NDL simulation.

## Room 1: Construct Alpha

Construct Alpha is Neuro-Dynamic's basic VR interrogation program. Each wolf is in their own simulation of a safehouse near their home, along with an interrogator who looks and acts like a trusted ally. Key to this scene is keeping the players in the dark, along with their characters, and keeping the players from getting bored while each person takes their turn. To help with both of these problems, you



## SAFER MIND GAMES

Because this scene involves types of stress unusual for a **Werewolf** game, make sure that your players are comfortable with this kind of torment before starting. If your players are particularly eager for these kinds of themes, feel free to use any of the following techniques to ratchet the stress and surreality up, keeping in mind that the **What Did I Do?** option is a form of gaslighting.

- **Déjà vu:** Have two or more characters talk to the same trusted contact, with the contact providing slightly different details, such as denying they talked to the other character.
- **Doppelganger:** Have one of the wolves talk to a version of one of the other characters.
- **Loss of control:** Have two of the characters talk to each other before taking over, as in Doppelganger.
- **What Did I Do?:** Repeatedly insinuate that a character did something unspeakable and refuse to elaborate when directly asked.

can keep things interesting for your players by switching between them frequently. A good rule of thumb is to switch to a different player about every 30 seconds or after a dice roll (but before the results are revealed). This helps keep players interested since their turn to act is never far away.

### Environment

Each simulation is different, as they're designed based on the intelligence Team-X has gathered on each pack member. City-dwelling wolves see a familiar neighborhood, while more rural wolves may find themselves on a lush farm or remote desert outpost. Regardless, all constructs share the same basic layout — a central building filled with and surrounded by sleeping Garou and Kinfolk.

### Occupants

Despite the other Garou, humans, and/or wolves lying around the building, the only person each character is able to talk to is their "friend." The rest are "sleeping off the party," according to the friend. This interrogator appears as one of their trusted allies created at character creation. If one or more of the players have not yet created that part of their backstory, here are a few suggestions:

- **Uncle Jackie:** A sassy, older wolf related by blood. He's excited that the character has finally had their First Change (even if it happened years ago).
- **Deb:** A shy wolf that the character grew up with and may be in the early stages of a romantic relationship with. She had avoided using her Lupus form until last night, when she had the chance to transform with the character.
- **Auntie Aji:** A doting, older wolf with unclear, but long-lasting familial ties to the character. She really wants the character to drink water and stay hydrated.

### Events

Each character wakes up in bed (or the floor) with a headache and the feeling of toxins in their system. They each have their interrogator by their side to get them back onto their feet. While the relationship between the characters and their allies will make each of these solo scenes feel a little different, they have a common structure:

- **Good Morning:** The interrogator welcomes the character and talks about some sort of amazing party that they were both at.
- **Have You Seen...?:** The interrogator notes that another trusted ally wasn't at the party and asks the character if they know where the missing ally can be found.
- **Let's Get Out of Here:** The interrogator suggests going to meet either the trusted ally they just named or another one, suggesting a foot race and letting the wolf win or offering to let the wolf drive their fancy car. If the character takes the bait, skip to **Room 2: Construct Bravo**.

In addition to any rolls that make sense for the simulated scenes, the characters can also make the following rolls when you feel it's appropriate:

- **Detecting that they're suffering something worse than a hangover:** Wits + Alertness (Difficulty 6)
- **Resisting interrogation drugs:** Stamina + Athletics (Difficulty 5)
- **Detecting lies:** Wits + Empathy (Difficulty of the interrogator's Manipulation + Empathy – 7 dice)
- **Realizing they're in a simulation:** Wits + Computer (Difficulty 6)
- **Escaping VR:** Wits + Computer (Difficulty 6) or Wits + Primal-Urge (Difficulty 6)



If any of the characters attack their interrogator, skip to **Room 2: Construct Bravo's** Fight Like Hell event. If any of them break out of the simulation, skip to **Room 3: VR Bay** for that character's next action.

## Room 2: Construct Bravo

This part of the simulation is designed to trick the wolves into giving away the location of safehouses.

### Environment

Construct Bravo emulates whatever roads or paths exist between the wolf's home and the way to a friend's home.

### Occupants

The interrogator impersonating the wolf's trusted ally is the only other person present.

### Events

**Road Trip:** If the wolves don't catch on to the fact that they're in a simulation or that their companion isn't who they appear to be, they eventually arrive at a safehouse which doesn't quite match the wolf's memory and can roll Perception + Alertness (Difficulty 5) to notice something's wrong, giving them a +1 bonus to any of the rolls listed in **Room 1: Construct Alpha**. If the wolf doesn't notice, the interrogator continues having the character lead them to safehouse after safehouse, each of them empty, giving the interrogator an excuse to travel to the next safehouse to figure out where their mutual friend is.

**Fight Like Hell:** Wolves who figure out someone is impersonating their friend can fight their interrogator. Interrogators have 6 dice in their combat pools and 4 health levels.

Garou who successfully incapacitate or kill the interrogator immediately escape the simulation and arrive in **Room 3: VR Bay** on their next turn. Additionally, anyone still imprisoned in VR receives an additional +1 bonus to all of the rolls listed in **Room 1: Construct Alpha**. This is cumulative.

---

## Floor B3

The bottom level of Baker Site, most walls are difficult to destroy and simply lead to the foundation of the underground structure. The facility's Gauntlet is thick enough that anyone attempting to enter the Umbra from here are "caught" (Werewolf: The Apocalypse, p. 309).

## Room 3: VR Bay

Equipped with cutting edge, but disposable, technology, this room allows Neuro-Dynamic's interrogators to question the pack over a Wi-Fi connection while remaining safe in **Room 8: Security**.

## Environment

The VR Bay is a small concrete room with just enough room for the gurneys that the wolves wake up on. Each of the Garou is in their breed form. Wi-Fi antennae dot the ceiling, one over each of the gurneys. The gurneys themselves have well-fitted, silver-infused straps that hold the wolves in place. There is a single door set into the wall, leading to **Room 4: Cell Block**. In addition to the straps, each wolf also has silver shackles, which are designed to adjust in size, preventing shifting forms from releasing the wolves from their bondage.

### Events

The most immediate opportunities for action are for the Garou to free themselves from their restraints and then free their allies before escaping.

**Unrestrained:** Successfully shifting forms either breaks their gurney's straps or allows them to slip through the straps. Attempts to unstrap another wolf are automatically successful.

**The Shackles:** Thanks to the silver in the shackles, the pack effectively has no Gnosis, making it impossible to use their Gifts. Each of the shackles has a sharp needle embedded in the skin, making outside forces (such as anyone trying to remove the shackle) stab into the wolf's flesh, inflicting 1 aggravated damage. Removing them by force requires 5 Strength and causes 2 aggravated damage.

**Waking the Pack:** Freeing the other Garou from their simulations can be accomplished by destroying the Wi-Fi antennae, trying to shake someone awake, or by triggering a change.

**Out the Door:** The door is locked from the outside, but not particularly sturdy. A Strength 4 Feat of Strength destroys it.

## Room 4: Cell Block

Although the pack has successfully broken down digital and physical barriers, they're still trapped.

### Environment

This area features two rectangular cells on opposite sides of the room, each with a door connecting to a VR bay. The only other cell doors open to a shared passageway that runs between the two cells, ending in another cell door, ensuring that even if one door is opened, there's still another to prevent escape. Aside from the two side doors leading to VR bays, there is a security door leading to **Room 5: Break Room**. Both cells have rough cots with a single toilet each and toilet paper.

The bars are thick steel and covered with silver-coated barbs, making it virtually impossible to force them apart and extremely painful to try.



## Occupants

Four Garou and a Ratkin look at the characters from the other cell.

**Chell:** Like Silverwhisker, Chell doesn't trust anyone present, believing that everyone around her is a plant. She's more right than she knows, but because she sees enemies everywhere, few are likely to take her seriously. Though she won't fully believe anything the characters have to say to her, she's willing to listen, believing that it's better to learn as much as she can, even if it's just lies.

*A Garou woman in Homid form looks you up and down. Her high cheekbones accentuate her movements, and you catch her eyeing her cellmates warily. She speaks matter-of-factly in a hard-to-place accent, "Who are you?"*

*"This is a little too convenient. You show up and smash their equipment like nothing just as we're starting to lose hope? Don't get me wrong: You get those doors open, and I'll go out them with you, but I'm definitely walking behind you all."*

**Hector:** Hector would rather melt into the background of any scene, rarely offering information or voluntarily speaking. Surprise is his only real advantage here, so while his mission is to be Jasmine's backup, he doesn't want to be connected to her. After all, if they agreed all the time it would cast suspicion on both of them.

*A lean, orange-and-black Garou in Glabro form regards you carefully from the other cell's door. He pulls his hands away from the lock, hiding something in his pockets, and asks, "Any of you know how to jimmy a lock? It's suddenly a very useful skill."*

*"Yeah, I know no one says 'jimmy a lock' anymore. I run a ViewTube channel on classic films. Fourth best Spanish-language channel on them. Name's Hector or h\_movies if we ever get out of here. I don't know what I'm doing here. I'm just a film nerd. Can you get us out of here?"*

**Jasmine:** Playing her part as damsel in distress to a T, Jasmine's exploiting her experience in her high school drama club. She never allows herself to appear helpless, but takes many opportunities to appear targeted, such as pointing out that her uncle Sean murdered her whole family during a Frenzy or getting a little too aggressive with the guards, cueing them to hit her. She wants to get information out of the characters but intends on playing the long game, letting them spill secrets incidentally instead of directly asking them for intelligence.

*A young-looking Garou in a hulking Crinos form with reddish-grey fur stands close to the cell bars, gazing at you as if she's seeing her salvation. She calls out hopefully, "I've never seen anyone break out of the simulation on their own. Who are you lot?"*

*"I'm Jasmine O'Malley. And that sad sack's my uncle Sean. They've screwed his head up good. I don't know what they've been doing to him, but he's been totally out of it for a week now. You'll be lucky to get his eyes to focus on you, let alone a response. I can't*

*say I'm thrilled to be stuck with him; him beating me and my da' is what gave me my First Change. He's family, but he's also a son of a bitch, you understand?"*

**Sean:** Badly beaten and almost uncommunicative, Sean barely acknowledges the characters, even if they directly address him. Anyone trying to get a deeper understanding of his psyche will have quite the journey, as even he isn't sure what's real anymore. He's wracked with guilt over killing Jasmine's family, a fact that NDL's interrogators have exploited heavily. As a result of frequent torture and Jasmine's sticking to her story, he's no longer sure that she was infected by a Bane before her First Change and is doubting his own memory.

*The elder in the far cell's hair is the same reddish-grey color as the younger woman's, and he seems to regard her with alternating shame and joy. In a broken Irish accent, he mutters, "Jasmine? She's – she's a good kid. No. Can't ye trust those NikNak phones. Can't trust 'em. Carver. That motherfucker."*

**Silverwhisker:** As the only Ratkin present, Silverwhisker's an outsider. This means that his guard is always up, as he doesn't trust anyone else in the cells. Feel free to make Silverwhisker seem to be an opportunistic coward (he is). To anyone with any skill at Empathy, he gives off the sense that he's out for himself and would sell anyone out in order to escape captivity – which is true. Of course, he doesn't trust his captors when they promise him rewards, either. This is the only reason he doesn't ultimately betray the wolves.

*The Ratkin stares at you, regularly smoothing his whiskers and hair, grooming himself. He hisses conspiratorially, "Good job breaking out of VR. Hope you didn't say anything you'll regret. You think you can use that industrious spirit to getting us free? Eh?"*

*"Me? Name's Silverwhisker. I'm surprised you're talking to me, but you're probably surprised that you're talking to me, too, so I guess it's fair. They got me at some point after a nomikai – uh, Japanese drinking party. Shit, I was up for a promotion, too. I thought some nice people were helping me onto the subway, but I guess not."*

## Events

The most obvious course of action is to try to escape, although the dangerous nature of the bars poses a problem with that. Talking with their fellow captives to gain more information is a more sensible first step.

**Attacking the Bars:** Smashing the bars down is nearly impossible, requiring a Strength 10 Feat of Strength. Attempts – successful or not – inflict 3 aggravated damage.

**In Between:** The bars are narrower than a wolf in Lupus form, but not to the point that it's impossible to squeeze through. The silver-coated razors make it clear this is a bad idea, but a desperate wolf can attempt a Stamina + Athletics roll (Difficulty 3) to squeeze through. Each failure rolled inflicts 1 aggravated damage. Silverwhisker can easily fit through in his Rodens form, although he doesn't see much reason to do so at the moment.



**Carver:** A few minutes after the pack smashes down the door from their VR bay, guards enter. This should give them enough time to chat with their fellow abductees, but not so much that they get bored of conversation. There are as many guards as there are player characters, along with Mr. Carver. Carver taunts and insults the strongest looking wolf, attempting to goad them into agreeing to a fight in the area between the cells. If they do, the cell door buzzes open. If they enter the passageway alone, the door shuts behind them, and the door by Carver opens, allowing him (or the wolf who entered) to rush into combat.

The guards are simply there to back him up and get him out of trouble if he happens to lose. The fight distracts the guards, which anyone making a Wits + Empathy (Difficulty 6) roll notices. Stealing keys, keycards, medical kits, and even stun clubs are possible with a Dexterity + Larceny (Difficulty 6) roll.

Carver himself is heavily armored and unlikely to suffer serious injury. If he does, his guard rush into the narrow passageway between the cells. If Carver incapacitates the character instead, he throws the character in front of their cell door and mocks them, proclaiming “the superiority of the human race.”

As a parting shot, he grabs Jasmine through the bars and slams her face into the barbs, while his guards hit her with their stun clubs. The previously barely conscious Sean immediately frenzies in response to seeing his niece being beaten. Carver and his guards hastily exit, shut the outer door, then open both inner cell doors, joining the two cells. The inhabitants of the other cell try running into the pack’s cell to escape his wrath. Unless the wolves have a way to snap Sean out of his rage, they’ll have to incapacitate him somehow. Thankfully, he’s already badly beaten (2 aggravated damage), making it a little easier to take him down.

**Escape:** Getting into Break Room requires a guard’s keycard or simply rushing through the door while the guards have it open during one of the regularly scheduled meals. It can be forced open with Strength 7 or an equivalent Feat of Strength, although this triggers the alarm, alerting guards throughout the facility.

### *Special Feature: Shackles*

Although the shackles have sharp barbs that make forcing them off a bad idea, they prevent the pack from regaining Gnosis, making getting them off important.

- **Lockpicking:** Characters can cut, bend, or otherwise manipulate the metals available in the cells into picks with a Wits + Crafts (Difficulty 6) roll. Picking a shackle’s lock requires these improvised tools and a Dexterity + Larceny (Difficulty 6) roll. This takes five minutes, lowered by one minute for each additional success.

- **Force:** Breaking a shackle with bare hands requires 5 dots of Strength or an equivalent Feat of Strength. It also inflicts 2 aggravated damage.

- **Science:** The stun weapons stolen from the guards can be adjusted to melt through silver, albeit at some risk to the person currently wearing the shackles. Modifying the weapons requires an Intelligence + Technology (Difficulty 6) roll, and using it to cut off a shackle without injuring the wearer requires a Dexterity + Alertness (Difficulty 7) roll. Failure inflicts one level of lethal damage, as the metal heats up too quickly and burns the wearer.

**Disguising Freedom:** If the characters don’t realize that openly displaying that they’re unshackled tips off the guards unnecessarily, Silverwhisker will inform them of this. He reveals that he’s wearing dummy shackles made of his old gurney. Chell shows that she’s modified hers so that the parts actually touching her are covered in aluminum. The characters can emulate either with a Wits + Crafts (Difficulty 6).

### *Special Feature: Cell Doors*

**The Cell Doors:** The doors have powerful magnetic locks controlled from **Break Room** or **Security**. The locks have internal voltmeters that detect whether the lock is engaged. An external power source is needed to override the lock. Garou can cobble together electronics equipment from the Wi-Fi antennae to learn this with a Wits + Technology (Difficulty 6) roll. Wolves can also cut the lock open to get a better view. Either way, they’ll also need a successful Intelligence + Technology (Difficulty 6) roll to understand how the locks work.

**Opening the Doors:** Besides violence, there are several ways to open the doors:

- **Blocking Bolts:** The lock’s sensors only detect if the lock is active or not; they do not detect if the lock was successful. Anything with sufficient compression strength (such as carefully folded paper) can be inserted into an open lock to prevent it from relocking. Realizing this requires a Wits + Science (Difficulty 6) roll. Inserting it takes no roll.

- **Gifts:** If the pack remove their shackles and wait until they’ve recovered Gnosis, they can use a Gift like Open Seal to unlock the doors.

- **Stunning:** Stealing a guard’s stun club and carefully wiring it to a lock with a Dexterity + Technology (Difficulty 6) roll will force the lock to disengage (or engage), without triggering an alert.

## *Room 5: Break Room*

Part armory, part lounge, part security outpost, the guards’ break room is just outside the Cell Block, ensuring that the most dangerous part of the facility (most dangerous to Neuro-Dynamic Laboratory’s staff, anyways) is the best-guarded.

### *Environment*

The Break Room is somewhat a mess, with piles of equipment, personal belongings, and food wrappers near





where each of the guards sit. The walls are lined with snack food, stun clubs, riot shields, armor, and medical supplies.

In addition to the security door leading back to **Cell Block**, there's also an elevator platform that lifts up to B2's **Live Subject Experimentation**. The elevator has a horizontal hatch above it that blocks movement between the floors while it's closed.

### Occupants

There are six guards in the room. If the pack breaks into the room without raising suspicions, the guards are only partially armored, reducing their soak pool to 5 dice.

### Events

**Fight the guards:** Regardless of how the pack got inside the room, it's all but guaranteed to end in a fight. The guards try to bunch up around the door, hoping to keep just one wolf inside at a time, using the wall to their advantage. If the wolves break through, the guards will lose some of their cool.

**To the Victors:** With the guards down, the pack's free to take as many keycards, armor, food, water, and weapons as they like.

**Going Up:** If the pack took the guards by surprise, the hatch to B2 is open. Otherwise, they'll have to defeat the lock before they can go up. The locking mechanism can be bypassed physically or electronically with an Intelligence + Subterfuge (Difficulty 7) roll. The lock can also be destroyed with Strength 5. If the hatch is shut, Carver uses the room's intercom to insult the pack.

**People Skills:** Questioning the guards gets the pack answers to the basic questions of where they are and why.

It won't reveal the existence of the undercover agents (the guards don't know about them), although it will explain that they were told to be extra mean to Jasmine and Silverwhisker.

## Floor B2

Despite B2's large size, there are only two rooms.

### Room 6: Live Subject Experimentation

This room serves as an operating room for implanting Banes and cybernetics into test subjects, as well as those subjects' prisons.

### Environment

Twelve glass and steel cells line the sides, with surgical and autopsy tables dotting the center. Despite the lingering odor of cleaning chemicals, this room reeks of blood, death, and suffering. A door leads to an office with several terminals to operate the machinery of the room. The office shares a large glass window with the rest of the room. The door also leads to **Storage**.

### Occupants

At least six of the cells have a living fomor inside. If the guards in **Break Room** had time to close the hatch, there are eight guards here with a technician trying to override the floor's security computer to open the cell closet. If not, there are only five guards, with six technicians currently trying to restrain a Freakfeet fomor (**Book of the Wyrms**, p. 133).



## Events

**Lab Fight:** As soon as the guards spot the pack, they trigger smoke cannisters, filling the room in seconds, making it impossible to see for anyone without a sense that cuts through the smoke, like the guard's thermal goggles. As soon as the room's smoky enough, Jasmine "accidentally" punches Silverwhisker, knocking him towards the guards, who try to capture both of them, while the rest of the guards try to keep the pack too busy to notice or prevent it. If the guards capture Jasmine or Silverwhisker, they immediately take their captives out of the room.

The technicians cannot see in the smoke and lack the tactical training to do much but continue to restrain the fomor or blindly run for cover. Adding to the chaos, Carver uses the room's intercom to shout orders and insult the pack.

**Purge the Sickness:** The security computer just outside the room will allow authorized users (or wolves with an authorized user's credentials) to open the fomoris' cells or to flood the cells with poison, killing them.

**Medical Equipment:** If the pack needs any medical treatment, this room is well-outfitted, containing anything they might need.

**Non-Smoking Room:** Lowering the elevator to Break Room will help pull smoke out of the room, as will operating the emergency ventilation system with a computer in the room's office with an Intelligence + Computers (Difficulty 4) roll.

**Jasmine & Hector:** If Jasmine wasn't captured, she briefly mentions that this room was where the NDL experimented on her and her uncle, infecting them with some sort of Bane that they're still fighting off. Hector tersely admits that they also infected him here.

## Room 7: Storage

Storage contains everything from office supplies to cryogenically frozen Banes, storing everything Baker site needs except food and fuel (which are on the **Ground Level**).

### Environment

Although the storage racks here are clearly separated into different departments, it's still jarring to see crates of guns and ammunition in the same room as #2 pencils and sticky notes, to say nothing of the sturdy cannisters that reek of Banes. Storage has a large lift currently in the up position.

### Occupants

If Jasmine was 'captured,' she's beaten and underneath a rack holding roughly one ton of ammunition. She has also destroyed the control panel for the lift.

## Events

**Destroying Banes:** The sturdy cannisters are all labeled things like Subject #0652. Investigating that number with

one of the computers reveals that they all contain a frozen Bane. Between the explosives, poisons, and acids, the pack can kill all of the Banes if they want to spend the time doing it.

**Rescuing Jasmine:** Pulling the ammo crates off of Jasmine one at a time is simple for anyone with at least Strength 3, although it takes a few minutes. Carver uses the intercom to insult the pack as they do so. A Wits + Perception (Difficulty 8) roll determines that she probably smashed the lift controls, although she'll deny it until it becomes obvious that she's wrong, at which point she'll concede that she must have been mistaken.

**Repairing the Lift:** Although the controls are thoroughly broken, the wolves have everything they need to make new ones with a Technology + Wits (Difficulty 6) extended action that requires 15 successes. They can also destroy the lift's hydraulic systems, causing it to drop suddenly. Anyone standing under the platform at the time can attempt to dodge with a Dexterity + Athletics (Difficulty 7) roll. Treat the lift as an attack with 6 lethal damage.

---

## Floor B1

The top floor of the underground facility, B1 contains Baker Site's security center, as well as the cargo elevator, the only exit from the underground base.

## Room 8: Security

Responsible for keeping tabs on the compound and its experiments, as well as external threats, the Security room is a trove of information, though the pack may not have enough time to fully investigate it.

### Environment

Part hidden bunker and part security nerve center for Baker Site, this room contains a large operations center with monitors for virtually every part of the compound, a row of virtual reality interrogator booths, and a small data center with dozens of servers. In addition to the smaller elevator down to B2, it also connects to an enormous elevator leading to the surface.

### Occupants

If the guards captured Silverwhisker, he's here, unharmed. If the pack killed any of the interrogators in VR, those NDL technicians are still here, unconscious and abandoned by their peers. In the unlikely event that the pack has made it this far undetected, there are 20 unarmed technicians and two armed (but unarmored) guards.

## Events

**Silverwhisker:** Unlike Jasmine, who was badly beaten and crushed by thousands of pounds of ammunition, Sil-



verwhisker looks entirely unharmed. As soon as he spots Jasmine's bloodied body, he realizes what's happening and panics, blurting out accusations that are true, but hard to believe. If anyone searches him, there is a listening device hidden in his fur. He denies he knew it was there. He has a keycard that he stole from a guard, although he'll only reveal this if he thinks the pack will help him escape. If it seems like the pack is going to kill him, he'll attempt to flee back into the compound, hoping to escape later.

*"It's her! She shoved me towards the guards. She must have been in on it from the beginning! She's a plant! One of those Dancers or something! You've gotta believe me! She's one of them!"*

**Jasmine:** When pressed, she calmly, yet angrily refutes Silverwhisker's claims, admitting that she might have accidentally pushed the Nezumi, but that his explanation doesn't account for him being unharmed. She doesn't directly accuse him of being a spy, leaving the pack to leap to that conclusion.

**Hector:** Once Silverwhisker blames Jasmine, Hector loudly accuses the Ratkin of being part of Free-X. If he's disagreed with Jasmine at least once in the scenario, he'll point out that he never agrees with Jasmine, but that he thinks she's right this time and urges the pack to beat up Silverwhisker.

**Chell:** The skeptical Shadow Lord believes one of the two must be lying and suggests leaving both Jasmine and Silverwhisker behind as the only safe move.

**Sean:** The damaged elder alternates between extreme fear, relief, and hate, unsure of who to focus it on. A successful Wits + Empathy (Difficulty 7) roll confirms that Jasmine is at the center of this, although why he has these feelings towards his niece is anyone's guess.

**Computers:** The room is full of terminals, several of which are still logged in, making snooping through Neuro-Dynamic Laboratories' network fairly simple. If any of the wolves looks for information on other sites or for a better idea of what NDL is up to, they may learn some of the details in **Epilogue: Fine Details** (p. XX). More restricted information from the Epilogue may require an Intelligence + Computer (Difficulty 7) roll.

**Technician:** Any interrogators who lost their mental battle with the pack in VR are still unconscious. The pack can wake them with an Intelligence + Medicine (Difficulty 5) roll. They can provide information similar to the computers, as well as confirming that they were attempting to get the wolves to reveal safehouses and locations of important Garou. They also have a keycard that will let them exit to the elevator.

**Surveillance Monitors:** Baker Site's **Aboveground** is buzzing with activity. Anyone checking the monitors sees the staff torn between hunkering down in their trailers and arguing with security guards about possible evacuation. The

guards are lined up outside the elevator door, planning to ambush the pack as they come out or retake the facility once they get reinforcements. If the pack knows about this before they leave, they receive a +2 to their combat pools for the first turn of combat in **Aboveground**.

Although the staff don't appear to be leaving, Carver's loading equipment into a helicopter as it's being prepared for flight. It doesn't look like the pilot or Carver are ready to go, but that could change in a few minutes. Anyone inspecting the monitors who makes a Wits + Perception (Difficulty 6) roll spots a helicopter already en route from Wagga Wagga. If the wolf making the roll gets a second success, they learn it's carrying a Free-X strike team, along with the regional vice president.

## Room 9: Primary Elevator

A mere 50 feet separate the pack from the surface.

### Environment

The elevator is huge, easily able to fit several cars. It's currently parked at the Ground Floor and powered down, complicating the pack's lives since it's in their way. In addition to not having an easy way to access the elevator, they'll have to get both the elevator's and the hoistway's doors open.

### Events

**Hacking:** Wolves with computer skills (including Hector) can use Security's terminals to restore power to the elevator, allowing them to bring it back down, go back up to the Ground Floor, and open the elevator's door. They can accomplish this with an Intelligence + Computers roll (Difficulty 7). The exterior door is locked by Carver's personal code, making it virtually impossible to hack it open – Intelligence + Computers (Difficulty 9).

**Electronics:** It's entirely possible (although not altogether safe) to bypass the computer-controlled power switcher and restore power directly to the elevator with an Intelligence + Technology roll (Difficulty 6). Anyone attempting to do so is shocked for 3 aggravated damage. Each extra success on the roll reduces this damage by 1, minimum 0.

**Brute Force:** Climbing up the elevator shaft is relatively easy for wolves with at least 3 Strength, but it takes one minute. Tearing open the elevator car requires Strength 6, opening the inner elevator door requires Strength 5, and forcing the outer hoistway door open requires Strength 9.

**Explosives:** Demolitions-minded Garou can create a bomb and set it inside the elevator to blow the armored hoistway door out. **Storage** has more than enough charges to accomplish this, although handling the explosives safely requires an Intelligence + Technology (Difficulty 6) roll. Failing this roll means that the wolf fails to notice a flaw that may prevent the bomb from going off or cause it to detonate at an unknown time in the next minute. Botching





the roll detonates the bomb immediately, dealing 5 aggravated damage.

If the pack blows the door, the explosion kills half of the guards in **Aboveground**.

**Physics:** Creative wolves and those with high Enigmas or Science Abilities may invent alternate solutions, such as attaching heavy cables to the hoistway door and then cutting the elevator's brakes, using the elevator's tons of force to rip the doors off.

## Ground Floor

The characters finally have their foes on the back foot, giving them the chance for bloody vengeance.

### Room 10: Aboveground

Out of the subterranean portion of the facility, the wolves have the opportunity escape, kill Carver, and more.

#### Environment

The exterior of the site is nearly 10 acres. It includes trailers where the site's personnel live, as well as a mess hall, bathrooms, a small motor pool, and two helipads. The entire facility is surrounded by a chain-link fence that has earth-colored plastic slats woven through it, making the site virtually disappear when viewed from the outside.

**Helipads:** There are two concrete helipads in opposite corners of the compound. Carver's helicopter is parked at

Pad 2 at the far side of the compound, roughly 1,500 feet from the lab's elevator. Pad 1 is only 50 feet from the elevator and is currently empty. If reinforcements arrive, they land at Pad 1. Each helipad also has a small fuel depot adjacent to it (see **Fuel Depots**).

**Trailers:** There are 60 small trailers within the facility's fences. None of them are particularly interesting, although they'll each have personal belongings for the site's personnel, allowing wolves to identify NDL researchers and impersonate them at a later date, threaten their family, or other long-term plans.

**Carver's Trailer:** Although the director's trailer is alarmed and locked, disabling or destroying the security measures isn't particularly challenging. A Wits + Subterfuge (Difficulty 7) roll accomplishes the former, while any significant amount of violence accomplishes the latter. If Carver hasn't already removed it, his trailer has his laptop and attaché case with encrypted hard drives.

**Mess Hall and Bathrooms:** Neither of these structures are notable unless the wolves need food or a shower. All food is raw, toasted, or cooked with an industrial sous vide machine.

**Motor Pool:** There are a dozen ATVs, several off-road trucks, and a van. None are armed or armored, but they do have full tanks of fuel and GPS navigational systems.

#### Occupants

At the beginning of the scenario, there were 36 researchers, 24 guards, and Kent Carver. Assuming the pack



## FUEL DEPOTS

Although Baker Site has been established for years, it doesn't have a permanent fueling station. Instead, each of the two depots has a pair of 1,000-liter fuel bladders that resemble five-foot-tall rubber barrels. The bladders are durable by human standards, but not designed to resist gunfire or Garou claws. By default, each of the helipads has one fuel bladder, although you may choose to include more.

Dealing one level of lethal damage to bladder causes it to gush fuel, creating fuel trails that can be ignited. Any aggravated damage will rupture the bladder, emptying its contents in a few turns. The bladders contain JP-8 jet fuel, which is not generally explosive. Nevertheless, feel free to bend the rules of physics and make it explode if it improves the scene. Anyone adjacent to burning JP-8 suffers 2 aggravated damage per turn. Combatants covered in it or standing in it suffer 3 aggravated damage per turn. The Difficulty to soak this damage is 7. If a bladder explodes, those within the 30-yard radius center suffer 10 aggravated damage. This damage is reduced by one level for each yard of distance from the center of the explosion. Explosive damage can only be soaked with armor.

Wolves learn the basics of these hazards with an Intelligence + Science (Difficulty 5) roll.

The bladders weigh about 2,000 lbs., requiring an 11 Strength + Athletics dice pool to lift and 13 to throw significant distances. You may wish to remind your players that they can take a Feat of Strength action to temporarily increase their Strength (**Werewolf: The Apocalypse**, p. 270).

eschewed stealth, only 10 guards are still alive by the time the Garou get to the surface.

At a dramatically appropriate time, a helicopter from NDL's Wagga Wagga office arrives with a Free-X strike team, led by King. You can decrease the Difficulty by reducing the number of guards, and you can increase the Difficulty by adding a second strike team.

### Events

With the angst of having broken out of several cages, the pack's probably looking for blood, and they'll find plenty of it here. They can chase Carver down before he has a chance to escape, battle a Free-X strike team to buy time to fully investigate the site, or even just get out.

**Carver:** Having taunted the pack several times, the director knows he's in danger and will flee via the helicopter. If he has to, he'll abandon his staff and fly the helicopter away on his own. He can fight well enough to deal with a single Garou but has no illusions about his chances against a whole pack.

**Jasmine:** She wants to maintain her undercover status (if she hasn't already been discovered), but values Carver's life above her cover (and her life). If the pack corners him, she'll attack to buy her boss time to escape.

**Hector:** A schemer, Hector knows his cover won't stand scrutiny outside of this area but wants to keep his options open in the meantime. If Carver or Jasmine are in danger, and he thinks there's a chance of victory, he'll turn on the

characters. If the wolves brutally dispatch their foes, he might escape with them and keep tabs on them as long as he can.

**Silverwhisker:** He's uninterested in combat, especially if it's a fair fight. If pressed, he's willing to skulk through the shadows and stab foes in the back. Convincing him to actually take part in the fight requires winning a Manipulation + Leadership roll, resisted by his Willpower (7). If they fail, he'll pretend to go along with whatever plan they come up with, but will take the first available chance to escape, which might cause him to steal a helicopter.

**Sean:** The wounded elder will not fight Jasmine, even if it costs him his own life. In fact, he'll protect her against any mortal perils he perceives. The wolves can persuade him that they merely want to incapacitate her with a Manipulation + Empathy roll, resisted by his Willpower (6).

**Chell:** Ready to unleash her rage, the characters will have to work to keep her from losing control. Of course, if they don't mind her frenzying, they can simply leave her to exact her violent revenge.

### Special Feature: The Helicopters

Each of the two helicopters (Carver's at Helipad 2 and the one with King's Free-X strike team) are UH-60 Blackhawks. All passengers and crew receive cover bonuses and penalties as though they were behind a wall (**Werewolf: The Apocalypse**, p. 295). If burning fuel impacts the helicopter, everyone inside is at risk of getting splashed. The helicopters themselves have 10 health levels and 8 soak dice. They do



not take bashing damage. On any turn the helicopter takes damage, the pilot must roll their Pilot pool (10) against the number of health levels taken or begin losing altitude. The pilot suffers a -1 penalty to their Pilot rolls for each health level their helicopter has lost.

Anyone trying to fight inside a helicopter in flight must generate at least one success on a Dexterity + Athletics (Difficulty 7) roll each turn or suffer a -3 penalty to their attack and defense rolls for that turn. Combatants who botch this roll cannot act and risk falling out of the sky if they fail the next round's roll. Grappling, throwing, tackling, or body slamming someone may also force a target from the vehicle.

**Carver's Helicopter:** Once the pack makes their way to the surface, Carver tells his pilot to lift off ASAP. It takes her 10 turns to get the engines up to speed. Unless prevented from doing so, Carver's pilot attempts to climb and fly away from the site, moving 10 feet in both directions for every success on her Drive roll (8 dice).

**King's Helicopter:** There are as many Free-X agents in the chopper as there are characters, not counting King and his pilot. The pilot orbits the facility on the first two turns, allowing the passengers to open fire on the characters. These attacks are made at a +2 Difficulty because of the helicopter's speed and cover. On the third turn, the guards and King leap down to the nearest rooftop to the wolves. On the fourth, the pilot lands on Pad 1. Attempting to hit the helicopter while in motion suffers a +1 Difficulty.

## Epilogue

As the Garou leave NDL's lab, they're left with more questions than answers. Most pressing on that list is "What now?" Whether they stole a helicopter or a truck, they're still left in rural New South Wales, Australia. Wagga Wagga isn't a large city, but it's only an hour away. Of course, any Garou not from southeastern Australia is likely much, much further from home. Getting home can be its own ordeal, especially since none of the former captives have their passports or driver's licenses. They're left with five basic options:

- Remain in southeast Australia.
- Seek clemency and aid from a local Garou sept.
- Steal or forge money and documents.
- Stowaway on vessels.
- Travel the Umbra to return home.

## Aftershocks

This scenario has lasting consequences that can impact the pack in ways not immediately apparent. The following list contains the biggest moments that may have future repercussions for the Garou. Be sure to look over your notes from the scenario to see which are relevant to your game.

## New Allies and Foes

Freeing their fellow captives can create complications and benefits for the characters later on, depending on how they part ways.

• **Carver:** If he managed to avoid death through sheer luck, the next time the pack sees him, he'll have new cybernetic modifications.

• **Chell:** After getting her freedom, she'll be appreciative of the characters, even if she doesn't fully trust them. She will, however, fully trust anyone who deals a fatal blow to Carver, Jasmine, Hector, or King. If the pack ever need a friend in Macau, Chell's willing to help.

• **Hector:** If his cover's intact, he insists that the characters keep in touch and maybe put him in touch with an important elder who can help him with his Bane. If they do, Neuro-Dynamic may capture the elder. If you wish to twist the knife, Hector might lead the assault team. If you don't want to reveal Hector's betrayal, he might inform the group of the attack after the fact, offering to help them investigate what happened, while steering them towards danger.

• **Jasmine:** If Jasmine's cover somehow survived the scenario, she attempts to part ways as soon as she can, claiming that her uncle needs help or that she needs to bury her family. She knows that her cover will not withstand scrutiny by anyone with skill in reading spirits and will do anything she can to avoid that. She's more than happy to correspond with the characters via phone or messages, luring the characters into another NDL trap.

• **King:** If the wolves escaped before King arrived (or simply left him in the dust), he might hound their efforts to escape Australia. He knows the area better than they do and has massive resources at his disposal. If they left him for dead, his desire for revenge becomes near limitless, and he'll pursue the group around the world.

• **Sean:** If Jasmine is still alive, he will get recaptured within a month, although he may be useful to the characters in the meantime. If Jasmine died, he's heartbroken. Regardless, a group of Fianna eventually catch up to the pack to learn what happened to him.

• **Silverwhisker:** If the characters gave him the benefit of the doubt in **Security**, he's appreciative and offers assistance to the group in the future. If they beat him or allowed the others to rough him up, he leaves the characters as soon as he can.

## Fine Details

Several of the scenes in **Glass Cage** set up dangers and problems that may not be known to the players for several sessions.

**VR Interrogation Consequences:** If any of the characters revealed safehouses or the last known whereabouts of their



allies, NDL has that information now. The pack might have to race home to warn their friends or else discover that their friends have been killed, abducted, or forced into hiding.

**Fallen Wolves:** If any of the pack's cellmates (except for Hector and Jasmine) died, the wolves may have to answer some awkward questions, especially if Sean died; a group of Ragabash were already narrowing down what part of Australia he'd been abducted to and will catch the pack's scent soon.

**Security Data:** If the Garou took time to raid the site's network for data, they find plenty of information, although it might take them days to decrypt it or figure out what it means. Here are some leads they may gain:

- **Amazon Outposts:** The logs of outlook posts suggest Neuro-Dynamic experiments in rural Brazil (see **The Apocalyptic Record**, Chapter Four.) While there are few details in the files the characters stole, it certainly looks like the outposts are designed to keep creatures from getting out, suggesting potential allies or something too dangerous to be left alone.

- **Corporate Raider:** Payment records and false documentation outlines the existence of a Yeren in Melbourne. Her personnel file indicates that she's in the middle of a hostile takeover of Green Seas, an environmental firm looking into unusual ecological activity in southeastern Australia as well as the acidification of the Great Barrier Reef.

## Appendix: Cellmates

This appendix includes all of the pack's cellmates, including Hector and Jasmine.

### Silverwhisker

**Attributes:** Strength 1 (2/0), Dexterity 4 (8/6), Stamina 1 (3/3); Charisma 1 (-1/1), Manipulation 3, Appearance 2 (1/2); Perception 4 (5/7), Intelligence 3, Wits 3

**Abilities:** Alertness 4, Empathy 3, Primal-Urge 3, Subterfuge 3; Firearms 2, Larceny 4, Stealth 5, Survival 2; Investigation 3, Medicine 3

**Gifts:** Blur of the Milky Eye, Cooking, Scent of Running Water, Trash is Treasure

**Rank:** 1

**Rage:** 5

**Gnosis:** 5

**Willpower:** 5

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Shapeshift:** Silverwhisker can shift into Homid, Crinos, and Rodens forms.

### Jasmine O'Malley

**Attributes:** Strength 3 (6), Dexterity 3 (5), Stamina 4 (6); Charisma 3, Manipulation 4, Appearance 3 (0); Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 2, Athletics 2 (4), Brawl 3, Empathy 2, Primal-Urge 2, Subterfuge 3; Etiquette 2, Performance 3; Academics 2, Computer 2

**Powers:** Immunity to the Delirium, Masked Aura\*, Regeneration, Shapeshifting

**Rank:** 1

**Rage:** 4 **Willpower:** 6

**Shapeshift:** Jasmine can shift between Homid and Crinos forms.

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Masked Aura\*:** Thanks to her muddled background and Baker Site's Gauntlet strengthening, any attempt to examine her spirit identifies her as a werewolf infected by a Bane.

### Sean O'Malley

**Attributes:** Strength 4 (6/8/7/5), Dexterity 2 (4/3/4/4), Stamina 5 (7/8/8/7); Charisma 3, Manipulation 4 (2/1/1/1), Appearance 4 (3/0/4/4); Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 3, Athletics 4, Brawl 4, Intimidation 3, Primal-Urge 3, Subterfuge 1; Larceny 2, Melee 2, Stealth 3, Survival 3; Medicine 2, Rituals 2

**Gifts:** Apecraft's Blessings, Hare's Leap, Infectious Laughter, Jam Technology

**Rank:** 2

**Rage:** 4

**Gnosis:** 3

**Willpower:** 7

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Shapeshift:** As a werewolf, Sean can shift between all Garou forms.

### Hector Gonzales

**Attributes:** Strength 4 (6/3), Dexterity 4 (5/6), Stamina 4 (5/4); Charisma 2, Manipulation 3 (2/2), Appearance 1 (2/2); Perception 3, Intelligence 2, Wits 2

**Abilities:** Alertness 3, Athletics 4 (6), Brawl 3, Primal-Urge 3, Subterfuge 3; Stealth 3, Survival 4; Computer 2

**Powers:** Immunity to the Delirium, Masked Aura\*, Regeneration, Shapeshifting

**Rank:** 1

**Rage:** 5 **Willpower:** 6

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Shapeshift:** Hector can transform between Glabro, Crinos, and Lupus forms. His base form is Glabro.

**Masked Aura\*:** To anyone examining his spirit, Hector appears to be a normal Lupus breed Garou infected by a Bane.



## Chell Chan

**Attributes:** Strength 4 (6/8/7/5), Dexterity 2 (2/3/4/4), Stamina 5 (7/6/7/7); Charisma 3, Manipulation 4 (2/1/1/1), Appearance 4 (3/0/4/4); Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 3, Athletics 2, Brawl 4, Empathy 3, Leadership 3, Primal-Urge 3, Streetwise 2, Subterfuge 3; Etiquette 3, Larceny 2, Melee 2, Stealth 3; Computer 2, Medicine 2, Rituals 1

**Gifts:** City Running, Fangs of Judgment, Fatal Flaw, Persuasion, Whisper Catching

**Rank:** 1

**Rage:** 3

**Gnosis:** 1

**Willpower:** 4

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Shapeshift:** As a werewolf, Chell can shift between all Garou forms.

---

## Appendix: Staff

This appendix features the facility's foes. Guards have 6 dice in their combat pool and 6 health levels. Any technicians in combat have 4 dice in combat pools and 4 health levels. King's Free-X strike force is composed of two "classic" Gorehounds and four "Take Two" ones (**Book of the Wyrms**, p. 133). Any Banes or fomori released can be drawn from the pages of **Werewolf: The Apocalypse** or **Book of the Wyrms**.

## King

**Attributes:** Strength 4 (7), Dexterity 2 (4), Stamina 5 (7); Charisma 3, Manipulation 4, Appearance 4 (1); Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 4, Athletics 4 (6), Brawl 4, Intimidation 5, Leadership 4, Primal-Urge 3, Subterfuge 3; Etiquette 3, Stealth 3, Survival 3; Science 2, Technology 3

**Gifts:** Acid Talons, Dressing Down, Fistful of Filth, Immunity to the Delirium, Regeneration, Shapeshifting, Shit Rolls Downhill

**Rank:** 3

**Rage:** 5

**Gnosis:** 4

**Willpower:** 7

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Shapeshift:** Like all Yeren, King can only transform between Homid and Crinos forms. The figures in parentheses are for his Crinos form.

## Kent Carver

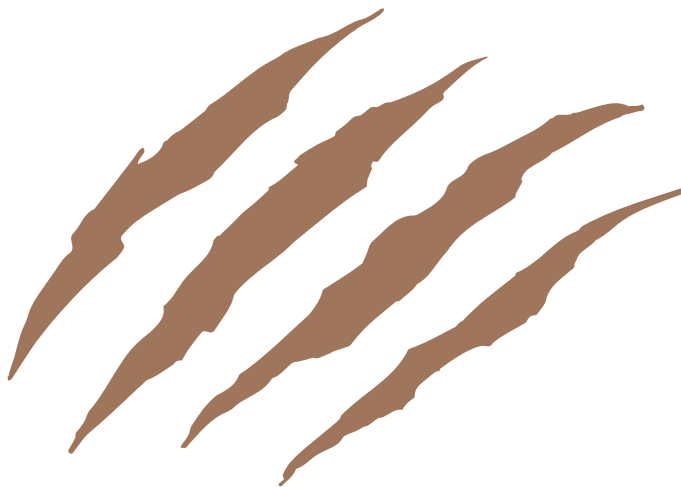
**Attributes:** Strength 3, Dexterity 2, Stamina 2; Charisma 4, Manipulation 3, Appearance 3; Perception 3, Intelligence 3, Wits 2

**Abilities:** Alertness 2, Athletics 4, Brawl 3, Leadership 3, Subterfuge 2; Firearms 2, Survival 2; Academics 2, Computer 1, Law 2, Science 2, Technology 3

**Powers:** Armored Skin, Claws and Fangs, Deception, Immunity to Delirium, Infectious Touch, Regeneration

**Willpower:** 7

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated









# Those Things'll Kill You

*"Have you seen Circinus's new ad copy? Those malicious bastards are trying to make smoking cool again."*

*"What? Oh, hey, do you got a light?"*

*— An exchange between George Arctic-Shock and Misery-Loves-Company of the Snake Tracker Pack*

Werewolves of the Garou Nation like to claim that all werewolves are Gaia's chosen, and that in the face of the great enemy — the Wyrms and its many heads — they possess solidarity of purpose.

History has shown the Garou time and again to be hypocritical in their espoused unity. Tribes have fallen, totems have fled into the Deep Umbra never to return, and any werewolf bold or foolish enough to break away from the will of the sept is likely to find themselves without friends or allies when they need them the most.

This chronicle is all about how the Garou enable these tragedies, and how some fight against this endless cycle of purity politics, betrayal, and abandonment. To some, the ideals the Garou Nation upholds are more than mere lyrics or runes: they're truth, and a truth that needs maintaining. In **Those Things'll Kill You**, the players find a chance to show that there's more to Garou society than singing the words, as they have every chance to succeed or fail at saving their abandoned brethren, reviving a lost totem, and scoring a great victory for the lost and disenfranchised.

## Setting

The events of this chronicle take place near Richmond, Virginia, though it could be placed in any American region or state with a heavy tobacco-growing presence. Circinus Brands — one of Pentex's many subsidiaries — is an antagonist faction in this story, so it makes sense to place the events in a location where tobacco growing is commonplace. However,

none of the characters or metaplot events in this tale *must* take place in Virginia. Likewise, the totem of Turtle is a key figure in this story, and due to its links to the sacrificed Croatan tribe of the Americas, it likewise makes sense to place this tale in the USA.

However, Circinus is a global company owned by Pentex, like Marlboro, DJI, Sam Soe, and L&M are global brands owned by Philip Morris, and like Dunhill, Pall Mall, Rothmans, and Lucky Strike are global brands owned by British American Tobacco. Plus, Turtle is a powerful spirit entity with no fixed geographic location. In short, this chronicle can conceivably take place anywhere the Storyteller chooses. Don't let guidelines restrict your imagination.

## Who are Circinus Brands?

Circinus Brands are a Pentex subsidiary based in Virginia and Kentucky, owning huge tobacco fields in both, and entering the cannabis trade in Virginia (where cannabis is legal, unlike in Kentucky). Circinus has long flouted the rules when it comes to advertising their products in the United States, finding loopholes through digital media such as podcasts, via product placement in TV shows, movies, and especially in video games (through partnership with Tellus, another Pentex subsidiary), and especially on social media in the form of TikTok influencers, and YouTube and Facebook ads.

Circinus are unable to advertise on billboards, in TV commercials, or in magazines, but in states like Virginia, where Circinus is a key recruiter for school-leaver age teens,



and where Circinus tobacco is “in the state’s blood,” as Circinus like to say, it seems everyone knows at least one Circinus ad word for word. They’re an anomaly in their industry for their comparative profitability and perception as a marketing powerhouse, to the extent the viewpoint of Circinus as “cool” overshadows the reality that Circinus products kill. Their getting into the legal cannabis market early cemented their pole position with American pot smokers and, to a lesser extent, young and left-leaning smokers, who prefer the brand’s image over something old and stuffy like Marlboro or Newport.

Circinus is a constant presence in and near Richmond. They’re a well-known employer, an economic hub, and a part of the cultural fabric. In recent years, Garou have attempted to burn through tobacco crops, murder critical employees (and not always the ones with Bane infestations), and even work in the Umbra to banish malign spirits growing cancerously under Circinus plants and fields. None of it has caused more than a peripheral scratch, because when Circinus is harmed, the people of Virginia rally around it and take their complimentary packs of cigarettes (or vape or cannabis products, nowadays) as a thank you.

For much of its 90-year history, Circinus has had a strained relationship with their distant Pentex overlords. They have a desire to spread addictive substances, turn a blind eye to the medical conditions their products cause, and watch their stock price go up while doing their best to dodge tax penalties on their industry and fend off litigious cancer victims. In these regards, they’re no different than any other element of Big Tobacco. Where Circinus bucked against Pentex’s directives is in the instructions to make their products more addictive and toxic than those of their competitors, and market them predominantly to the impressionable and vulnerable. Circinus executives held many a heated argument with their Pentex liaisons due to Dr. Oskar Fink (the previous Circinus CEO) believing that chemically altering their products to the extent Pentex desired would be a sure way of getting sued into oblivion, and attaching Banes to every pack of smokes would put a bullseye the size of the Labyrinth on his company. Last year, Fink wrote a memo to Pentex Director Adrian Newberry that amounted to the following:

*The tobacco industry is under too much scrutiny to get away with putting more poison in our products. The FDA will shut us down if we noticeably alter our products’ makeup.*

*If we’re discovered to be marketing a chemically addictive cannabis, our customer base will revolt. At least the ones who aren’t utterly hooked or toasted will. Better to temper our other, less pleasant products, with something seen as a harmless party substance.*

*We’re doing fine with our brand of toxicity, and cancer cases keep going up, so why risk ruining a good thing? While spirits used to enhance this toxicity might be undetectable to doctors, our wolf friends will sniff them out.*

*If we kill all our customers quickly, we won’t make a profit. Serving our god doesn’t just mean murdering people. We’re far more effective as a fuel for antisocial behavior, crippling debt (via addiction-driven purchases and the inevitable medical bills), and abuse.*

Fink’s questioning of his Pentex masters’ directives resulted in Newberry forcing Fink into retirement (his yacht sank before it reached Barbados), installing a raft of “supervisors” at all levels of Circinus with the promise to Fink’s successor — his daughter, Miriam Fink-Chandleton — that they won’t interfere with the company’s day-to-day operations if she does as she’s told. Through research, player characters can find out about Oskar Fink, his removal from power and subsequent disappearance, and can even read news articles about the change in management at Circinus (“new managers appointed at every level!”), but as ever, Pentex keep their name out of the papers.

Circinus supervisors are now responsible for cultivating Banes in the tobacco fields, the processing plants, and even the rising star of Green Indica (“Roll your own or smoke joints right from the tin!”). Newberry actually agreed with Fink’s summation that discretion was the better course in Circinus’s case. He arranged for the supervisors (every one of them a Bane host, and some relatively stable fomori) to nurture Banes less focused on death and destruction and more focused on twisting the emotions of users unable to satisfy their addiction, while at the same time developing around them an aura of unnatural charisma and appeal. In other words, Circinus smokers look cool and attractive, and it’s only when they’re without a Circinus cigarette, joint, gum, or vape pen that they start lashing out.

The added sting in the modern Circinus is that their products are considerably less carcinogenic than tobacco from their competitors. In fact, they render cancer dormant. This has yet to be discovered and proven medically (the supervisors only got involved last year), but already, smokers of Circinus products *with* cancer have found their symptoms alleviated. The reason is a simple, yet awful one: The Banes in new Circinus products shrink the cancer and fill the cavity left behind, strengthening their hosts’ bodies before absorbing control and transforming their victims into fomori. Should such a smoker be purged of their Banes, the cancer would rapidly return.

Circinus’ latest range of products are Green Indica, Hybrid Yellow, Black Sativa, and Baked Brown — each cannabis products of varying strength and harshness, with Baked Brown confined to edibles while the others are smoked. Each has been wildly popular with the increasing decriminalization of weed smoking, and Circinus currently weighs up the benefits of kid-friendly pastel blue and bubblegum pink for the next release wave.

The Storyteller (but not the players) should be aware that Hybrid Yellow offers some smokers a distorted glimpse



## SMOKE CIRCINUS

You've climbed Everest. You're at the pinnacle of human physical achievement. You can see the world stretching out before you in all directions. What are those feelings you're experiencing?

Euphoria? Pride?

What's the only thing that could make this feeling better, make you feel cooler, put an edge to those emotions you're experiencing?

The only answer can be a Circinus cigarette.

into the Umbra due to the infestation of seed Banes present within it as a product. This is an unintended side effect that appears in this chronicle.

### What is Turtle?

Of the many totems, especially those closely linked to a tribe, few are mourned or revered nearly so much as Turtle. A totem of earth and water, defense and sacrifice, Turtle was said to carry Gaia on his back and be capable of enduring more hardship than any of his peers. At the same time, Turtle was so emotionally bonded to his favored tribe – the Croatan – that when these Garou sacrificed themselves to banish Eater-of-Souls in 1589, Turtle sank into an impossibly deep slumber. Despite attempts from many a brave and intrepid pack, Turtle has never been awoken from his resting place in the Deep Umbra.

Of note to the Storyteller (but not the players), something claiming to be Turtle plays a part in this chronicle. The Storyteller should make the decision as to whether the Turtle making his presence known is the real deal or an impostor of dangerous potency, such as an Urge Wurm or truly powerful Bane of deception.

### What are Skull Pigs?

Since the Black Spiral Dancers at the Cracked Spine hive were driven out or killed in recent months, Skull Pigs have appeared as the most overt Wurm servant in Virginia. Skull Pigs are Wurm-mutated descendants of one of Gaia's Fera – the wereboars known as the Grondr – and while the Grondr are an ancient memory, the Skull Pigs persist. They lack the ability to transform (typically) but can gain great intelligence and ability for Gifts through consuming toxic waste and the bodies of others.

Garou have always viewed Skull Pigs as shock troops, scavengers, and little else. When compared to Black Spiral Dancers, Pentex, and some of the more calculating fomori,

large boars with near-skinless heads rank low on the threat scale. Such an assumption is an error: between the grievous blow dealt to Virginia's Black Spiral Dancers and Circinus's overtures, Skull Pigs are prepared to fill the void.

At the Skull Pigs' head in this chronicle is a massive hog named Semyonov, styled as "King Semyonov" among the few Skull Pigs who can speak in more than grunts and screeches. Unusually, Semyonov can transform, and as the player characters discover in this chronicle, he can even access the Umbra. Player character research during the story reveals that many werewolves have heard of King Semyonov and his ability to herd Skull Pigs into a sounder (their collective noun), but none have ever knowingly encountered the villain.

## Background

In this tale, multiple stories run parallel until they intersect, drawing the players' pack into each plot and forcing them to deal with past Garou tragedies and current Wurm-serving threats. Before the chronicle begins, the following events occur, with notes in italics to be kept from the players until revealed in the chronicle:

The packs of Richmond and the surrounding region form the Sept of Memories and diligently guard their territory from Wurm influences. The most prominent threats are the recently destroyed Black Spiral Dancer hive known as the Cracked Spine, frequent skirmishes with Skull Pigs, and four large companies: Circinus (their tobacco fields are expansive in Virginia), Endron (logging, coal, and water, in this part of the country), Magadon (an array of animal testing and pharmaceutical production), and Young and Smith (mass production of everything from candied snacks to personal hygiene products that often cause more harm than good). Characters played in this story should have had run-ins with at least one of these groups before and should have taken part in the flushing out and destruction of the



Cracked Spine hive — a cause for jubilation among East Coast werewolves.

*Circinus is one of the core antagonists in this chronicle and the Skull Pigs are another, while the rest exist mainly for flavor. Storytellers are encouraged to elevate or diminish any of the others in prominence, as they see fit.*

Despite recent victories and constant battles, the Sept of Memories has a reason for shame. A Shame of Ronin, to be precise. Some Virginian Garou failed to answer the call to eliminate the Cracked Spine hive. Once the war was fought and the survivors stumbled back to their caerns, the few remaining sept elders cast out the Garou who failed to stand alongside their brethren. These Ronin — five in total, named Desiree Jefferson, Geoff Maublanc, Emily Opened-Cell, Singing Lark, and Burned-to-the-Bone (they had deed names stripped from them, though Singing Lark and Burned-to-the-Bone were named such as lupus pups) — now exist on the fringes of Richmond, forced together due to their collective shame. Each provided a different reason for not joining the battle, but no reasons were good enough for the sept elders.

*Two of these werewolves did indeed give in to fear and chose self-preservation over sacrifice. Jefferson and Burned-to-the-Bone were afraid of the Black Spiral Dancers' might. Weaver spirits meddled with Maublanc's phone and home computer, however, meaning he never received the call to battle. Opened-Cell and Singing Lark were ambushed by Skull Pigs en route to joining the battle, and barely fended them off. The sept elders recognized none of these reasons as valid.*

Something was found to have gored and killed Singing Lark a few weeks ago, murdering his kin — a family of wild wolves in Whiteoak Canyon — alongside him. The sept elders refused requests to celebrate or mourn Singing Lark's life for what they deemed his "betrayal" during the assault on Cracked Spine. Singing Lark's reason for not attending the Cracked Spine battle was that he was separated from his pack in a Skull Pig ambush, but the rest of his pack found no evidence of this attack and declared their Galliard a coward. Some believe the Skull Pigs returned to finish off the job and were on this occasion successful.

*The death of Singing Lark and his family is truly a tragedy, but the hard-headed Philodox of his former pack refuses to believe the elders could have cast him from the sept in error. In truth, the sounder of Skull Pigs (they don't have a formal name, though local Ragabashes call them "the Virginia Hams") were directed by Circinus CEO Miriam Fink-Chandleton to separate Garou from their packs ahead of the battle with the Black Spiral Dancers, suspecting that doing so would lead to later accusations of betrayal and the sept fracturing.*

Circinus Brands recently launched their cannabis range: Green Indica, Hybrid Yellow, Black Sativa, and Baked Brown, with sales rolling out starting in Virginia and other East

Coast states where cannabis use has been legalized. Young werewolves and Kinfolk are as prone to lighting up as anyone else, with Circinus just another shelf brand. The Spades and Clubs pack in Richmond are known for their recreational use of drugs, and since the Cracked Spine battle they've been turning up to moots half or even fully baked. So far, the elders have allowed this so they can "work through the glory and horror of war."

*Most Garou are unaware of Circinus's conscious ties to the Wyrms. One could argue most of Big Tobacco is unconsciously tied to the Wyrms through their destructive self-interest and disregard for lives. In the case of the Spades and Clubs pack, they don't buy Circinus's products directly (there are enough rumors about the company to give them pause), but their dealer does, supplying the werewolves with cannabis along with whatever other drugs they want to purchase. They don't buy pot over the counter because they believe it costs too much, whereas their dealer — a Kinfolk named Snowball — has a supplier inside Circinus who has been stealing from the company stores, allowing him to cut costs.*

Word is out that Emily Opened-Cell has been experiencing visions, which isn't uncommon for a Theurge like her. What is uncommon is her claim that Turtle visited her, and that the totem calls to her. These claims have caused the Sept of Memories to decry her even more vehemently.

*Opened-Cell has indeed been experiencing visions and visitations, though whether it's Awoken Turtle, one of his proxies, or another entity masquerading as the totem is up to the Storyteller.*

Skull Pigs have been spotted in and around Richmond with increasing frequency in the last week. Every pack in the Sept of Memories is responsible for reporting sightings of and eliminating these demented Grondr.

*The Skull Pigs are setting up to ambush and murder one of the sept elders, Enrico "Pallazzo" Caltante. They plan to plant evidence taken from Emily Opened-Cell during their attack on her, hoping to divide the Sept of Memories even further.*

During play, the characters may seek counsel or perform research on subjects such as Cracked Spine, the Skull Pigs, the Croatan, or Circinus. The Storyteller shouldn't keep general information from the players, with strong successes (or innovative ways of obtaining this information) earning them access to deeper lore, such as Skull Pig abilities or Circinus's recent leadership change (though subjects like the supervisors should be kept secret for now).

## **The Big Secret**

The players will discover the big secret in play, and absolutely shouldn't be made aware of it ahead of the game.

Miriam Fink-Chandleton (Circinus CEO) has been personally meeting with the largest Skull Pigs to direct their assassination attempts, first against some of the werewolves who became Ronin, now against a sept elder, and later against one of the player characters. The mantle she





inherited from her father came with her company's loyalty to the Wyrn (though she has no name for it), but like her father, she has no desire to see Circinus destroyed through the supervisors' addition of Banes to products, advertising, crops, workers, and customers. She prefers the Sun God's slow burn, which she feels Circinus has practiced perfectly well through 90 years of addiction and cancer.

Fink-Chandleton knows she can't question the supervisors. As they don't seem to care about werewolf attention, she feels it's her responsibility to distract and weaken the Garou presence in Virginia. The best way she knows is through deception, betrayal, and infighting. Skull Pigs and werewolves are wild animals, after all, so they can't be that hard to manipulate. Therefore, she enlisted Skull Pigs to disrupt the werewolf sept, suspecting the wolves will fight each other, and if they eventually target the Skull Pigs they'll spend so long trying to catch loose hogs that their attentions won't be focused on Circinus.

The major flaws in Fink-Chandleton's plans are as follows, and appear during play:

- She's been meeting with Skull Pigs personally because she doesn't trust anyone else well enough in her

newly inherited company. She's long been infested with Banes of paranoia and suspicion. This means through investigation and interrogation, the Garou could discover she's been giving the Skull Pigs orders.

- The supervisors don't know about Fink-Chandleton's actions, and their actions if/when they discover them are unpredictable. While some Pentex underlings are bureaucratic and painfully by the book, others are barely controlled fomori, and the supervisors fall into both camps. They could applaud her initiative or eliminate her for interfering with Pentex's Circinus plans.

Secondary to this is an unexpected twist that might draw the Garou to Circinus for apparently unrelated reasons:

- Hybrid Yellow is the supervisors' largest dump of seed Banes, to the extent they don't fully know the effects it might have on a habitual user. At the start of this story, one smoker of Hybrid Yellow glimpses the Umbra, and his actions rapidly become homicidal as the Delirium takes root. The player characters are brought into this scene as it unfolds.



# The Characters

This chronicle is appropriate for characters of any power level or Rank (less than the sept elders is preferable), though as always, a balanced pack containing werewolves of each Auspice is most workable. Characters from across the assortment of Fera can be played in this story without issue. The sept's prejudices are against any shapeshifters who failed to join in on the attack on Cracked Spine the month prior, rather than against Gurahl or Corax. Players and Storytellers who want to play up the historic issues between the various Changing Breeds should be careful to handle such conflicts with sensitivity and gauge their appropriateness, as this chronicle doesn't account for such feuds in the story as written.

Characters in this tale are best off as permanent fixtures in the Virginia sept, though if this is an issue, it's easy to say their pack arrived last month and participated in the battle and will soon move on. This take does lessen any potential links with characters in the territory, however. Another option is to relocate this chronicle to a territory the players already know. With a few tweaks, it's easy to change Circinus to King Breweries and Distilleries or O'Tolley's, as the alcohol and junk food industries bear many of the same hallmarks.

## Pack vs. Ronin

If the players want to take on roles as some of the Ronin in this chronicle, they're more than welcome, though this would make for a tougher game (Difficulties on Social rolls, at least, should come at a +1 to +3 when dealing with most werewolves). If the players want to take this challenge, don't have them play the already-named Ronin as they appear in this story. Instead, establish why they're recently Ronin with one of the below reasons, given secretly to the player before the game. They can come up with any excuse for why they were absent from Cracked Spine, but this is the true reason:

- They were afraid of the upcoming battle and succumbed to their fear.
- They were ambushed by Skull Pigs on their way to the battle.
- They were deep undercover investigating Endron, Magadon, Circinus, or Young and Smith in or near Richmond and couldn't be reached.
- They thought the call for battle was a ruse by servants of the Wyrms.
- They were given bad advice that the battle was an orchestrated slaughter of all attending Garou and tried to convince others not to go.
- They were on a pilgrimage into the Umbra when the battle took place.

- They swore an oath of pacifism and believed killing an entire hive of Black Spiral Dancers would only serve the Wyrms' destructive ends.

## Cast

A run-down of the characters in **Those Things'll Kill You**, some of whom are influential, others are incidental. Where characters are Ronin, their former tribe is named.

### The Ronin

**Burned-to-the-Bone (Red Talon Lupus Theurge):** To her great shame, the elder known as Burned-to-the-Bone gave into fear ahead of the assault on the Cracked Spine hive. Perhaps it was her age and the amount of bloodshed she'd witnessed in her life, but she couldn't bring herself to answer the call. The Stained Leaves pack (of which the destroyed Singing Lark was also a member) cast her out for her cowardice, and now she lives a silent existence on the outskirts of Richmond.

**Desiree Jefferson (Silver Fang Homid Ragabash):** Jefferson is only a pup compared to most of the Garou in the Sept of Memories, but this didn't prevent the elders from casting her out. She was certain of her demise if she charged into battle and still believes she made the right choice, despite all the admonishments she's received. "Better to be a werewolf who can learn and grow than one destroyed because she had no knowledge of how to fight," she says. No members of the Broad Rock pack have spoken with her since she failed to show for the fight.

**Geoff Maublanc (Glass Walker Homid Ahroun):** No werewolf has pleaded and begged more to be admitted to the Sept of Memories than Geoff Maublanc. His personal tech was targeted by Pattern Spiders due to his pack's sabotage of a prominent Weaver operation (Shinzui Industries were planning on setting up a major tech operation in Virginia, but the Pure Planet pack of which Maublanc was a member prevented it from coming to pass), resulting in his taking a vacation with his husband and missing all notifications about the battle. When he returned, he was dumbstruck, having never realized the Weaver's spirits could be so manipulative. Maublanc has been bullied and castigated more than any other werewolf who missed the assault on Cracked Spine, as other Garou like to rub in his face that he was "sunbathing, eating truffles, and getting fucked while his kin were dying." Tragically for Maublanc, the entirety of the Pure Planet pack were killed in the battle.

**Emily Opened-Cell (Wendigo Homid Theurge):** Like Singing Lark, Emily Opened-Cell was on her way to the Old Rag Mountain when Skull Pigs ambushed her. Unlike Singing Lark, who was attacked in the wilderness, Opened-Cell was making her way through the Penumbra when other Skull Pigs found her there and set a flurry of Banes loose to



slow her down. The tactic worked and Opened-Cell exited the Penumbra, only to then be on the receiving end of a savage beating from the Skull Pigs who tracked her. She recounted this event to the sept, but the elders rejected her tale, having heard enough excuses by the time Opened-Cell came to present her reasons. Since she was drummed out of the Broad Rock pack, she's experienced numerous visions and visitations of a spirit she believes to be Turtle, though she's afraid to answer his summons.

The Storyteller can decide one of the newly Ronin werewolves was a member of their pack before the events of this chronicle, to form a personal connection. The story as written doesn't account for this but requires little work to make such a twist function.

## *The Sept Elders*

**Enrico "Pallazzo" Caltante (Glass Walker Homid Philodox):** The youngest of the sept elders, and the harshest with it; Caltante abides by and enforces every rite and law in the Litany and brooks no break from tradition. He is the sept's Master of the Rite. Caltante has no pack of his own but advises the entire sept on matters requiring elder judgement. He hates it when pups call him "Pallazzo" — apparently a reference to a comedy he's never seen. Caltante is ambushed by Skull Pigs early in the chronicle, and his survival is down to the players.

**Titania (Get of Fenris Lupus Ahroun):** When one pictures a hunched, snarling, Garou warlord, Titania very much fits the archetype. She is the sept's titled Wyrms Foe. She led the charge into Cracked Spine and somehow emerged, though the scars on her body and spirit have yet to fully heal. She is of the belief that Ronin should be made to perform great, near-suicidal deeds to earn their places in the sept. She also believes the sept needs to spend less time memorializing and instead prepare for their next battle: a fresh assault on another of the Wyrms' minions when they least expect it.

**Mountain Crawler (Wendigo Lupus Theurge):** Distant from the rest of the sept and spending most of his time in the Umbra, Mountain Crawler nonetheless participated in the scourge of Cracked Spine. He is the sept's named Warder. Despite his wisdom, he's never encountered Skull Pigs smart enough (or frankly capable enough) to act within the Umbra, and so led the condemnation of Emily Opened-Cell when she claimed they assaulted her on the other side of the Gauntlet.

## *The Wyrms' Servants*

**Miriam Fink-Chandleton (Bane-Infested Human):** The CEO of Circinus owns many properties, but her home is Virginia, and her favorite house is the mansion on the edge of the first (and still active) Circinus tobacco field

outside Richmond. Though she's in her 60s and smokes constantly, she looks to be a well-preserved 40 years old, at most. Fink-Chandleton is highly efficient in her new role as company head but is also a victim of immense paranoia and insecurity. She doesn't trust the Pentex supervisor team to not make her disappear as they did her father, she doesn't trust the werewolves to leave her operation alone, and she doesn't trust the rest of her board to remain inside her influence. Resultantly, she's already enacted one purge of division heads and will soon enact another. She enlists Virginia's Skull Pigs as her shock troops and compensates them with the immense chemical run-off from her plants.

**King Semyonov (Skull Pig Scrofa):** Once in a fat blue moon, a Skull Pig is born with the ability to change form. These Grondr throwbacks lack all their ancestors' nobility, but do possess their powers. King Semyonov is one such Skull Pig, born as a wild boar and capable of shifting from Scrofa to Homid, with all stages in between. His powers were further enhanced after he devoured the remains of several Croatan on Sharp Top Mountain, granting him the ability to traverse the Umbra and take other Skull Pigs with him. This giant of a shapeshifter is cunning and deadly, and all Skull Pigs in Maryland, Virginia, North Carolina, and South Carolina defer to him. He's smarter than Miriam Fink-Chandleton believes and is working on forming contacts with Pentex so one day he might oust her from her CEO role and make Circinus a Skull Pig-led operation. He's growing tired of Fink-Chandleton's intrigues.

**The Supervisors (fomori and Bane-Infested Humans):** They may look like downcast humans with glazed-over expressions, wearing suits, overalls, or whatever apparel suits their division at Circinus, but the supervisors are all horribly twisted monsters tasked with two responsibilities: poisoning Circinus's products, workers, and crops, and ensuring Fink-Chandleton doesn't get in the way of Pentex's objectives. Supervisors all speak in a low, uninterested tone, and never react with anger or fear. If threatened, their skins burst and they reveal their true forms shortly before attacking whoever's unlucky enough to have crossed them.

## *Caught in the Middle*

**Snowball (Kinfolk):** Snowball's a Richmond drug dealer who gets most of his product via a contact at Circinus Brands. He's also the chief supplier to the Spades and Clubs pack, known for their enjoyment of intoxicants. At the start of this tale, Snowball supplies a customer with some stolen Hybrid Yellow, with disastrous consequences.

**Lexi Sunday (Human):** A farmer and packer at Circinus, and Snowball's supplier of chemicals and cannabis. Sunday isn't Wyrms-tainted; she's just a thief and drug peddler. Where some Pentex subsidiaries might turn a blind eye to staff stealing product (it all makes the world worse, however



it gets out there), the supervisors are keen to facilitate their brand of corruption *their way*. If Sunday's operation is discovered, she'll be eliminated.

**Awoken Turtle (Possible Totem):** A powerful spirit Emily Opened-Cell believes is a revived Turtle has been reaching out from beyond the Gauntlet. The possibility of the Croatan totem communicating with her terrifies her, but she's more scared of what the sept elders might do if they declare her claims a heresy. Until now, Awoken Turtle has communicated only in riddles and abstract images and sounds, so Opened-Cell isn't sure what the spirit wants with her.

## The Sept of Memories

The Sept of Memories formed in Virginia in the 18th century to protect Dancing Caern on the James River. The reasons for the sept's naming aren't recorded, though they've been inferred and interpreted many times since its founding, with spirits providing different accounts, confusing the matter. The most common belief is that their caern was once under the protection of the Croatan tribe, and with the Croatan werewolves long gone, it's the sept's duty to remember them and their sacrifice.

The Sept of Memories was significantly larger before the destruction of Cracked Spine. Unsurprisingly, the cleansing of a hive resulted in the deaths of many Garou and Kinfolk from multiple septs up and down the East Coast. The Sept of Memories lost close to half its Garou, with three packs wiped out and most elders destroyed. The Storyteller is encouraged to name the lost. The remaining packs, not including that of the protagonists, are as follows:

### Broad Rock Pack

The oldest pack in Richmond, originally being formed in the 1880s, the Broad Rock pack are best known for being highly focused on tradition and ritual. Since Desiree Jefferson and Emily Opened-Cell were cast out, and they lost their Ahroun during the battle for Cracked Spine, the pack only now contains **Horrorshow** (Bone Gnawer Metis Galliard) and **Madame Peters** (Uktena Homid Philodox). They refuse to dissolve the pack and would prefer to recruit new members.

### Stained Leaves Pack

The only all-lupus pack near Richmond, and former home to Singing Lark and Burned-to-the-Bone, the Stained Leaves are ferocious and defensive, and by some miracle lost none of their members in the recent battle. They don't boast

about this — at least, not yet — due to the ongoing mourning for those who died in the onslaught. Their remaining members since exiling Singing Lark and Burned-to-the-Bone are **Mechanicsville Mutt** (Bone Gnawer Lupus Ahroun), **Old Fur** (Red Talon Lupus Philodox), and **Howls Quietly** (Wendigo Lupus Theurge). The Stained Leaves are a deeply spiritual pack.

### Spades and Clubs Pack

The Spades and Clubs are nominally members of the Sept of Memories, but like most werewolf biker gangs, rove between territories as the mood takes them. Despite their frequent drug use and perceived unreliability, they held themselves in good stead in the recent battle with the Black Spiral Dancers, though they lost two of their own to the fighting. Their remaining members are **Big Geri** (Get of Fenris Homid Ahroun), **Little Geri** (Fianna Homid Theurge), and **Whistler** (Wendigo Metis Galliard).

### Snake Tracker Pack

The Snake Trackers remain largely aloof from sept business, being primarily Monkeywrenchers involved more in the habits of the Wyrms' human servants than the menace of spiritual erosion. They've never had a Theurge in their pack but prize Ragabashes. Their current membership includes **George Arctic-Shock** (Wendigo Homid Galliard), **Misery-Loves-Company** (Uktena Lupus Ragabash), **Mike Midlothian** (Fianna Homid Ragabash), and **Hana Bonewind** (Black Fury Homid Ragabash).

### Whispering Rovers Pack

The Whispering Rovers pack has arrived in Richmond at the summons of the Sept of Memories' elders, only recently having formed from a disparate selection of Garou. The sept elders know their numbers are weakened, which is why they called through the Umbra for any werewolves willing to help defend their territory. The first two to arrive were former US Army Sergeant **Marius Kane** (Silent Strider Ahroun) from Chicago and **White Howler** (and subsequently Black Spiral Dancer) history expert **Fion "White Fire" ap Nhuada** (Fianna Ragabash) all the way from the British Isles. The famously tailless **Travels-With-The-Wind** (a high-ranking Silent Strider Galliard) — who left her position as Master of the Howl in Salem, MA to attend to the Sept of Memories — and **Meredith Wynne "She-Who-Heralds-Gloriana"** (Silver Fang Theurge), who likewise crossed the Atlantic (in her case from Wales) to bring her fae expertise and close bonds to the Fianna to the Virginian sept both joined them soon after. Lastly, the deliverer **Cheek "Shining with Laughter"** (Corax) from the Hermetic Order of Swift Light in Montreal showed up one week ago to round out their number, making for an unusual, and, to date, distrusted pack.



## TAKE A RISK WITH CIRCINUS

With risk comes excitement.

You're in the city with a date. You know she likes you, and you clean up well. But do you know what will set her over the edge?

Put a Circinus cigarette between your lips.

You're driving 80 down the highway, cutting through traffic to meet that crucial appointment. Do you know what you need to sharpen those senses and feel the moment?

Put a Circinus cigarette between your lips.

With risk comes excitement. With risk comes cool.

Put us between your lips.

The only answer can be a Circinus cigarette.

## Chapter One: Incident on and off Main Street

The characters are on Main Street Richmond, heading for a night-time bite to eat at the Capital Ale House (a frequent hangout for the protagonists) when they see the effects of Hybrid Yellow on one of its smokers. Meanwhile, a sept elder is attacked in an assassination attempt, and they can split up to address both situations or handle only one.

**Moon Phase:** New

### Scene One: Big Yellow Joint

The players should introduce their characters and the way they travel into the heart of Richmond (on foot or paw, by car, on train, etc.). The Storyteller should tell them it's been two weeks since they last got together at the sept moot, where the elders made it clear that all who failed to join the battle at Cracked Spine are beings of shame, unfit for the Sept of Memories.

The declaration shook many werewolves, but for others, it reinforced their zeal. The packs were each left with much to consider as they went their separate ways. Now, the characters' pack is getting together to discuss the Ronin situation.

Just as the characters enter Main Street and start with their customary greetings, shaking of hands, touching of elbows, and comradely embraces, they hear two screams

from near their restaurant destination. No roll is required to tell them the first is a scream of surprise and the second is a scream of terror and agony. If they remain at a distance, a Perception + Alertness roll (Difficulty 6) reveals a man on his knees in the middle of Main Street, clawing the skin off his face and gouging at his eyes. Approaching reveals this without the need to roll and reveals the body of an old woman behind a car, apparently with head injuries.

Just as they acknowledge the incident on Main Street, at least one of the pack's Garou (ideally a Theurge or Glass Walker, though if neither are present, they can make a Perception + Primal-Urge roll) hear a werewolf's howl of pain that seems to ripple across the Umbra not far from their location.

The Storyteller should describe Main Street—it's raining lightly, and each store and restaurant emits a glowing haze through the misty atmosphere; onlookers stand around in shock, though some record the incident on their phones with blank expressions, and even a few sick grins. Traffic has come to a stop due to the young man kneeling in the center of the street, and drivers impatiently beep their horns rather than climb out to assist. No sirens can be heard yet, as this incident only just occurred. The night's sky is empty of the moon but filled with stars vaguely visible through the rainfall. Flavor can always be added or taken away, along with supporting characters of interest or who might distract from the scene.

For werewolves who remain on Main Street, continue reading **Destruction, Self and Otherwise**. For those who pursue the howl, read **Scene Two: Howl of Agony**.





## *Destruction, Self and Otherwise*

The young man – pale, bloody, his waxed red hair a mess and his clothes torn – babbles and screams that he can see monsters trying to reach into his head and heart. He’s viewing the Umbra, but what’s more, he can see the werewolves’ true forms, meaning if any metis or lupus Garou are a part of the players’ pack, he’s convinced they’re part of the horrible tapestry before him.

Any attempt to physically restrain the man finds him resisting with seven dice (his enhanced physicality is a result of the Hybrid Yellow he’s been smoking). He lashes out at anyone who tries to grab him, though he’s barehanded. He rolls seven dice for all physical actions and attempts to tear at the eyes and faces of anyone interfering with his bad trip. Characters need to inflict 8 bashing damage to the man before he stops his self-destructive activity, as he falls unconscious. He cannot be reasoned with without very successful (Difficulty 8) Empathy or Expression-based rolls, and even then he just slows down to explain he can see the real world, spirits, and monsters (tell the players he can see the Umbra, if they’ve not made the connection) before renewing his self-harm.

The characters may be concerned about the unconscious lady behind the car once they’ve spotted her. Nobody else appears to have seen the body and no attacker lingers close by. An Intelligence + Medicine roll (Difficulty 7) tells a werewolf that she’s likely been pushed and cracked her head open on the concrete, based on where the wound is and

the thinness of the fissure in her skin. Anyone (especially a lupus werewolf) who tries to tie her injury to the young man by scent can easily do so without a roll: He has a waft of her strong perfume on his jacket, and she has a sticky cannabis odor to her, which coats him entirely.

Stopping the old woman from bleeding requires an easy Medicine-linked roll, but the damage is to her skull and could be internal. Without a Gift such as Mother’s Touch, she needs medical treatment in a hospital.

## *Investigating the Scene*

If the werewolves are fast, they can examine the scene of the crime before the cops arrive and take matters into official hands. Ask the players what they’re looking for before volunteering places and people for them to talk to, as they should lead the investigation. Rolls are only required where the Storyteller wishes to implement a challenge. Keep in mind that the Storyteller should never block plot advancement behind a roll.

Possible outcomes of investigation actions:

- Onlookers might have witnessed what caused this. Anyone interviewed or interrogated explains either that they only took notice when they heard a scream (the old woman) and then couldn’t look away as the man started mutilating himself, or that the man seemed to be fine and was walking with a friend, before he suddenly shouted and lunged at the old lady.

- Investigating where the man initially began freaking out reveals a discarded joint, half-smoked, in the gutter. It’s



still dry, so it can't have been there for long. The cannabis is a thick combo of brown and gold. If any of the characters smoke it (don't tell them they can do this, but allow them to do it if they wish), they immediately catch glimpses of the Gauntlet and the Umbra, which even requires them to make an easy (Difficulty 3) Fox Frenzy roll to avoid fleeing down the street.

- The man has ID on him identifying him as Jordan Brittas, a self-employed mechanic who lives and works in Richmond. He has no overt connection to the Garou. The old lady likewise has ID, naming her as Dot Merton, a retired resident of Philadelphia. She has a pair of tickets in her purse and was on her way to see Jesus Christ Superstar at the Altria Theater.

- If the characters hang around long enough for the cops to arrive and watch the crowd disperse, they see one kid hanging back before slowly peeling off too. Alternatively, they may be told about this teen, as he was walking with Brittas before the bad trip occurred. If they approach, his eyes widen, and he starts running. It only requires a Dexterity + Athletics roll (Difficulty 4) to catch up — he's no sprinter, though he tries to stick to the main street unless forced into an alley (he's afraid of what the pack will do to them if they catch him).

- A character with Allies or Contacts linked to one of the other packs in Richmond recognizes the kid as Snowball, one of the Kinfolk to the Spades and Clubs pack, and he in turn recognizes them as werewolves and wants nothing to do with a potential inquisition.

However the investigation goes, the fates of Brittas and Merton are inconsequential unless the players decide to focus on them. Brittas enters a catatonic state from which he cannot recover without a great deal of spiritual healing, while Merton can recover from her injury after a short hospital stay. If healed, Brittas can explain that Snowball provided him a joint to smoke, but the pack is likely already aware by such a point.

## **Snowball**

The Storyteller should ensure the characters spot Snowball looking shifty, attempting to flee the area, or that they recognize him from affiliation with the Spades and Clubs pack. If he's confronted in a public area such as Main Street he'll call out for help, whereas if he's chased into an alley, an interrogation can go a lot smoother.

However he's caught, he tries to keep his mouth shut until a werewolf succeeds at a Charisma + Intimidation roll (Difficulty 6) or finds some other means of threatening him. Snowball isn't particularly brave but is afraid of the consequences of his actions. He confesses he's a drug dealer (the contents of his pockets are a pretty big giveaway) and that he doesn't discriminate as to his market; he supplies

everyone from the Spades and Clubs pack to regular or random customers who know where to find him. His main trade is in pot, but he's happy selling whatever he can get his hands on.

When questioned about the events on Main Street, he expresses confusion and alarm. He offered his buddy Jordan a spliff (it's perfectly legal to smoke in Virginia) and within minutes, Jordan was freaking out like he'd taken a bad dose of bath salts or MDMA.

Snowball knows very little about the Umbra, Gauntlet, or other spiritual matters, and has no clue as to why Jordan could perceive them, musing that maybe Jordan is about to experience his First Change.

The Storyteller should wait for the pack to ask about his supplier rather than volunteering the information. Snowball is a character they can revisit later to probe about his supply, if they fail to do so now. What he does give up, if pushed, is that a young woman named Lexi sells him (and other dealers) Circinus products and chemicals at low prices. He doesn't know that Lexi works for Circinus, however.

The werewolves may obtain Lexi's number from Snowball or arrange a meeting using his name as cover. She responds to say "It'll take 24 hours. Meet at the Battery Park Pool in Northern Barton Heights at 10pm tomorrow."

## **Scene Two: Howl of Agony**

Characters who left in pursuit of the Garou howl can feel it reverberate through the Umbra. It doesn't require a roll for the werewolves to realize one of their brethren is on the other side of the Gauntlet and in a state of distress. It does require a roll of Perception + Animal-Ken (Difficulty 7) or having him as a Mentor to recognize the howl as that of Enrico "Pallazzo" Caltante, one of the sept elders.

Accessing the Penumbra is a matter of stepping sideways, and despite the urban environment that is Richmond, there are many panes of glass making up shop windows, and plenty of puddles from the rainfall, to make this possible (Difficulty 8 in Downtown Richmond, Difficulty 7 in the Hollywood Cemetery). Anyone who wishes to follow the howls in the Umbra can do so with a Perception + Survival roll (Difficulty 5), while anyone trying to follow them in the mundane version of Richmond must make the same roll at +2 Difficulty.

The trail leads the characters west from Main Street, across or under U.S. 301, and into the Hollywood Cemetery. It's just under two miles away in terrestrial Richmond, but in the Umbra the journey takes longer due to the Weaver's presence in the city calcifying and binding up most of the accessible routes.

The Storyteller should describe the Penumbra from Downtown Richmond to the Hollywood Cemetery. The



temperature is cloying, humid, and polluted, making skin and fur feel sticky and rank; Pattern Spiders and other minor urban spirits are visible in the shadowed versions of buildings, people, and roads, cultivating their environment or observing the werewolves. If the pack has a totem or bonds to any spirits, they feel its presence close by, keeping them safe and watching over them as this city forms a part of their territory. The howls are louder, more strained and punctuated with gasps, stirring the werewolves' hearts. Imprints and open wounds in the Umbral fabric imply something's been goring and tearing at it, leaving areas of spiritual vacancy, which are all horribly disturbing.

If the Storyteller wants to make the characters' experience in the Umbra dangerous this early in the chronicle, minor Weaver spirits might cling to their feet, legs, and waists, trying to slow them down. It's apparent with a Wits + Occult roll (Difficulty 7) that these spirits are trying to fill the void-like gaps in the Umbra with the werewolves, thus fixing the holes. It's simple enough to escape these spirits, but if the werewolves linger to examine these holes, they may have to scare off or harm the Pattern Spiders (**Werewolf: The Apocalypse**, p. 448) before they'll allow the pack to move on.

### *Gutted in the Cemetery*

The scene at the Hollywood Cemetery is one of carnage. One of the sept elders, Enrico "Pallazzo" Caltante is in a fierce struggle with a sounder of Skull Pigs, which makes for a disturbing sight, as they're threats typically present in the physical realm rather than the Umbra. Pallazzo's in Crinos form, clutching his abdomen with one claw as his guts hang loose, his back to a monument visible in the Penumbra (many of the gravesites and markers are visible to varying degrees of definition, depending on their spiritual resonance), the other claw swiping at the Skull Pigs as they take turns to charge the werewolf, taking more of his insides with them with each gore and bite. It's apparent they're toying with him and dragging out his pain as well as his intestines.

The size of the Skull Pig sounder is that of the werewolves' full pack +1 (so if half of them are still on Main Street, you still need to take them into account). The hogs range in size from that of a wild boar to pigs the size of bulls, but notably each of them lacks skin on their faces, instead bearing heads of bone, tusk, and ligament. They screech and squeal as they take their time with Pallazzo and aren't aware of the pack's presence until they get involved in the conflict, allowing a surprise attack. Pallazzo doesn't acknowledge the pack's presence, but their actions here will influence how he views them in the future (if he's alive to do so).

The Storyteller should note for this scene that all but one of the Skull Pigs use the traits on p. XX of this book. The last is King Semyonov, whose traits are detailed on p. XX. King Semyonov shouldn't die here, and the only thing

to indicate his status is his immense size (he's the largest Skull Pig here), as he doesn't transform until the scene's end.

Note: If the characters only enter this scene after the entire pack has dealt with the event on Main Street, Pallazzo is already dead, and the Skull Pigs are feasting on his remains. This should be taken into account for the following action, as the Skull Pigs are more inclined to flee if Pallazzo's been killed. Semyonov still transforms (as per **Hail to the King**) before disappearing into the Umbra.

### *Sounder Slaughterhouse*

The Storyteller should have the combat between Garou and Skull Pigs take the Penumbra environment into account. "White room" combat is nowhere near as much fun as battles with interesting scenery and surrounding effects. Take into account the following environmental pieces that might be used as obstacles, cover, tools, and weapons:

- The Penumbra here is thick with a copper red mist, reducing any kind of medium range visibility and making long range visibility impossible without Gifts affecting perception. The Storyteller should therefore adjust the Difficulty of Perception rolls and rolls used for ranged attacks.
- Tombstones litter the cemetery even in the Penumbra, though they're a part of the natural environment. Characters can still rip them out and use them as bludgeons, though doing so requires a Strength + Athletics roll (Difficulty 8), with the weight of each marker dealing between Strength +2/B damage and Strength +4/B damage, depending on its size and spiritual resonance.
- Headstones and mausolea each provide up to full cover, preventing anyone from charging directly through them. This can slow down a Skull Pig looking to gore a werewolf but can likewise impede a werewolf intending on sprinting and clawing one of the deformed boars.
- The Penumbra earth falls away where the Skull Pigs dig their hooves and tusks into the ground and rip at it, providing unsteady terrain, and grave plots may suddenly collapse, dropping those who fall into chasms that may lead as deep as the Dark Umbra or the Battleground Near Realm. Falling into either of these, exploring, and returning is the stuff of a whole chronicle, but Storytellers are encouraged to allow werewolves the opportunity of falling, catching ahold of roots, and climbing up as they hear the wails of the dead or the sounds of swords clashing, guns firing, and roars of war beneath them.
- The battle can take to the roofs of the larger mausolea, resulting in dramatic clashes above the cemetery where the loser falls to the ground (and possibly through it, as described above).
- A Perception + Alertness roll (Difficulty 8) reveals Semyonov's holding a turquoise beaded necklace (this comes up again later, but Pallazzo won't know its significance if asked).



- Pallazzo fights physically, but also possesses a great command over Gifts, his claws and fangs crackling with electricity. At a crucial part in the battle, he summons a spirit of the grave earth to grip two of the Skull Pigs and drag them down into the ground (see Electroshock and Elemental Favor in **Werewolf: The Apocalypse**, p. 184).

- In the fourth round, Pallazzo falls to his knees seemingly near death, spurring the combat into a frenzy of desperate motion.

The point of this combat isn't to defeat the players' pack, but Pallazzo is at risk of being killed. Rather than tracking his Health, he survives for six combat rounds before he expires.

## *Hail to the King*

Regardless of the battle's outcome, at its conclusion the largest surviving Skull Pig shifts form before the player characters' eyes, with no roll required for the werewolves to know Skull Pigs shouldn't be capable of doing that. After the abrupt, bone-wrenching transformation, a bulbous, muscled, tall, and broad humanoid with the skull of a boar stands and squeals at the characters. If they don't act scared, have them make a Fox Frenzy roll (Difficulty 8) in the face of this disturbing, impossible sight.

King Semyonov doesn't stick around. He drops into an empty grave and the ground seals up around him. If Pallazzo was killed and none of the werewolves are by his side, Semyonov drags the elder's body down with him. It's important for Semyonov to escape at this point, so if that requires an assault from more Skull Pigs or local Banes to start distracting the Garou, do so for the Skull Pig leader to leave the scene.

King Semyonov is the only Skull Pig present who can communicate in more than squeals and grunts (though he chooses not to), rendering interrogation of any captured Skull Pigs a difficult proposition. Spirits may be able to ease this, though Skull Pigs are utterly of the Wyrms, and anything intelligible from one is likely to be along the lines of "your mother" and other such invective.

Fleeing Skull Pigs can be tracked through the Penumbra with a Wits + Survival roll (Difficulty 6), though they quickly dig holes through the Gauntlet to burst through into the mundane world (or deeper into the Umbra). If a pack is dedicated to following the Skull Pigs, they can do so as far as a chemical dumping site rife with Banes and openings to a local Blight where the fleeing Skull Pigs have been slaughtered by King Semyonov, who isn't sentimental. The site was used historically by Young and Smith and Endron International for hazardous waste disposal, but they abandoned the location several years ago. In the mundane world it's now a landfill. In the Penumbra it's a hideous pockmark.

If Pallazzo survived, with all Skull Pigs barring King Semyonov driven off or destroyed, he asks the werewolves

to pull him back through the Gauntlet and to the caern on the James River so he might heal. Depending on how they acted in combat, he'll be gracious (they used smart pack tactics), commanding (they rushed into battle blindly), or indignant (they got to round five before they saved him).

## *Fuck the Penumbra*

If the characters elected to remain "surface-side" and not delve into the Penumbra, Pallazzo dies before they reach him. They can see the scratches, goring, and blood stains in the earth, on tombstones, and can sense (with no roll) that one of their elders has been murdered at the foot of the largest monument in the cemetery. If they later investigate his remains, they find the turquoise necklace mentioned earlier clutched in one of his claws.

Luckily for them, Pallazzo isn't around to judge them for their cowardice if he's dead, though if one or more of the werewolves is close to one of the territory's Ronin, they may feel he deserved what he got (though being eaten alive by Skull Pigs is pretty harsh).

## *Scene Three: Urgent Moot*

Whether the pack handles the Main Street incident or the Skull Pig attack on Pallazzo, or both, the next move is to call an emergency moot. A human perceiving the Umbra and a sept elder being attacked are both causes for alarm. If the player characters have Contacts among the other packs, Kinfolk to call upon, or spirits who might do the notifying on their behalf, this is a good opportunity for a rallying cry. They can choose to summon the Sept of Memories to their personal territory (which the players should define with the Storyteller) or to the James River caern in the Powhatan State Park, northwest of the city.

## *The Address*

The sept gathers at the designated location over the course of the night. If Pallazzo is there and injured, werewolves immediately demand answers. Otherwise, most Garou present are cordial and curious, if a little worried. The last time a moot like this was called was before the attack on Cracked Spine. The players' pack can choose when to address the convened Garou, though it's considered best form to wait for each pack to send a representative. The two other sept elders both arrive, though they wait for information instead of demanding it. The Sept of Memories is bound in many ways to tradition.

The players are free to make their address as they see fit, though the Storyteller should take the following into account:

- If any but the Galliard (or, failing their presence, the Philodox) provide the address, the sept's werewolves make a lot of rude noises and dismissive comments toward the pack for not following the correct order. They're less obnoxious



if the Ahroun describes any combat, the Philodox how they enforced the Litany, etc., but would prefer a Galliard as pack representative. Only the newly arrived Whispering Rovers remain respectful.

- If the pack mentions Snowball and the contaminated joint, the Spades and Clubs vow to deal with their Kinfolk but explain they're not about to stop smoking what he supplies, and if his dealing days are over, they'll just have to buy over the counter Circinus shit (they're unaware that's what they've been smoking). This draws howls of anger and irritation from other werewolves present.

- At the talk of human sight piercing the Gauntlet, Mountain Crawler (a sept elder) dismisses the thought immediately, explaining that drugs are known to impart all kinds of visions. He questions how the werewolves can say to a certainty that this individual could see the Umbra, when he could have just been witnessing brain-conjured phantoms.

- The entire sept reacts with a combination of fury and fear if Pallazzo was killed, though they lean more toward fury if the player characters did nothing to help Pallazzo and admit it (such an admission is grounds for a trial, and at the very minimum exile as Ronin with the pack Philodox losing their head).

- If Pallazzo survived, he can barely communicate due to his wounds (which in system terms are aggravated), but agrees with the characters' account if they say he was attacked by Skull Pigs. He stops short of saying they were in the Penumbra and didn't witness King Semyonov transform. Pallazzo falls into a meditative healing sleep before he can confirm anything of the like. Spirits summoned to the battle provide conflicting accounts filtered through their own sense of reality, as spirits always do, though if the pack totem is called upon it speaks truth, and the sept listens.

- If the pack mention Skull Pigs in the Penumbra, Mountain Crawler loudly denounces the possibility. "Skull Pigs have no means of entering the Umbra, let alone possessing the intelligence to ambush or assassinate." Questioning Mountain Crawler's wisdom is a good way of receiving jibes and growls from the assembled Garou, though werewolves in the Stained Leaves pack are noticeably silent (Singing Lark was murdered by Skull Pigs and once of their pack).

- If the pack mention the turquoise necklace (do not prompt this), members of the Broad Rock pack call out that it belonged to Emily Opened-Cell. This puts a horrifying spin on things if they found it among Pallazzo's remains and muddies the waters if they saw Semyonov holding it.

If the characters only attended one of the incidents, news regarding the missed event reaches the sept during this moot. The deliverer of this news is up to the Storyteller, but it's best if it's conveyed by a character, spirit, or pack with whom the player characters have contact.

## Who Invited Her?

As the address goes on, the speaker should become aware that various werewolves present are no longer listening. The sounds of discontent, anger, growls, and spitting are clear, as Emily Opened-Cell — one of the sept Ronin — arrives at the moot with one hand to her forehead as she murmurs and mumbles to herself. The Broad Rock pack quickly kick out her legs and start beating her.

Garou society is unkind to outsiders, especially when they bring shame on their pack.

The player characters may intervene during this display or allow the beating to continue (risking Honor in the latter case). Either way, Opened-Cell eventually rises to her feet bloody and still mumbling. She raises her voice to name "Awoken Turtle" and tries to move to the front of the gathering, but sept elder Titania and the Broad Rock pack stop her, with Titania growling that she needs to leave this moot.

If the players don't make the connection, the Storyteller can ask them to make an Intelligence + Enigmas or Investigation roll to remind them that Opened-Cell claimed she couldn't reach the Cracked Spine assault because Skull Pigs ambushed her in the Penumbra. As long as the characters investigated the attack on Pallazzo (even if they didn't get there in time to save him), they'll be aware Skull Pigs were present in the Penumbra there, too. If a player character raises this point in defense of Opened-Cell or just in general, Mountain Crawler shouts down such propositions. "Skull Pigs cannot enter or navigate the Penumbra, and Elder Caltante would not have exiled Ronin Opened-Cell for no reason."

If the characters discovered Opened-Cell's turquoise necklace and the link's been made between her and it, the events of this scene can take a horrible turn. The Skull Pigs ripped it from her when they assaulted her in the weeks prior and were intending on staging Pallazzo's death to make it appear as if Opened-Cell killed him. If the characters found the necklace in Pallazzo's remains and no evidence of the mutated boars, given the sept elders' refusal to believe in Penumbra-dwelling Skull Pigs, Opened-Cell could be mauled to death right here.

## Repercussions

After the address, what should be clear is the sept are roundly dismissive of the idea of dangerous cannabix (even if it happens again, they don't see it as a Garou problem) but are worried about the possibility of Skull Pig attacks, if the player characters found evidence of their attack on Pallazzo. In such a case, Titania calls for an immediate hunt of the Skull Pigs in the Virginia territory but has no plan beyond scouting out their usual hiding spots of waste dumps, landfills, chemical factories, and farms. Titania doesn't instantly ignore the idea they could be hiding in



## ***EVERY CIGARETTE IS A POEM***

Every cigarette has meaning.

For every cigarette bought, scrounged, stolen, or smuggled.

For every cigarette smoked quickly, savored, or stubbed out before its time.

For every cigarette that accompanied us on a long journey, saved for just that perfect moment.

For every cigarette we burned through because we needed it more than anything else.

For every cigarette we smoked because we were happy, and every cigarette we smoked because we were sad.

For every cigarette we smoked because we were full, and every cigarette we smoked because we were hungry.

For every cigarette we smoked because we were lonely, and every cigarette we smoked because we were with friends.

For every cigarette we smoked because we were cold, and every cigarette we smoked under the heat of the summer sun.

Our cigarettes are more than props, fetishes, stimulants, or sedatives. They are stories.

The need to smoke isn't a demand, a request, or a fetish.

The need to smoke is a question.

The only answer can be a Circinus cigarette.

the Penumbra, instead saying, "If they're in there, they've got to come out to eat sometime."

The players may feel frustrated here, especially if they made compelling arguments with good rolls or presented evidence, such as a Skull Pig tusk or the contaminated joint from earlier. Rather than having the entire sept ignore them, the Storyteller should have some packs (the Stained Leaves and Spades and Clubs are the best options, as the former lost a member to Skull Pigs while the latter are very interested in the drug trade) approach and share ideas.

The conclusion of this chapter varies depending on Emily Opened-Cell's state. If she's alive, she approaches the pack once the sept has started breaking away. Opened-Cell appears glazed over as if in a lethargic state but invites

the pack to meet with Awoken Turtle, who has promised to provide great wisdom "when the Theurge is eminent." She's referring to the waxing crescent moon due in a few days and instructs them to attend Tar Bay on the James River at that time. If she was mistakenly executed due to her implied role in Pallazzo's attack, another member of the Ronin hesitantly approaches the player characters after, maintaining Opened-Cell's innocence and explaining they need to attend Tar Bay in three days.

This chronicle is written assuming Opened-Cell is still alive, but it's easy to remove her and reduce the number of Ronin, having her place in the next chapter taken by the excitable Desiree Jefferson or morose Burned-to-the-Bone, who seeks to repent for her cowardice.



## First Intermission

In the few days before the waxing crescent moon's time, the pack are apt to fill their time with investigation into these Skull Pigs or the suspect cannabis, diplomacy with their fellow packs, or trying to convince the sept elders that they need to consider other possibilities.

This intermission can be played or rolled, depending on the amount of time the group have allocated for play. It's always useful to provide depth to an area, its people, and the characters present in a chronicle, so this is a good opportunity for the Storyteller and players to invest in their setting. It's also a fine time to pursue personal plots this chronicle can't account for (we don't know the characters you'll be playing), especially if they can be tied into this chronicle's plot. Here are a handful of ideas:

- A character catches one of their Kinfolk lighting up a joint. When questioned, the relative explains that 1) it's legal, and 2) they bought it over-the-counter at a pharmacy. It's Green Indica, which is pretty mild. If the character tries to detect Wyrms taint on the product, they find none.

- A panel on the local news discusses the proliferation of Circinus ads via podcasts, TikTok, and YouTube, and asks if it's ethical to advertise smoking via any form of media. The panelists are split on the subject, with some decrying these ads as "clearly targeted at kids," while others advocate them as "freedom of choice and a fundamental question of American liberty." When a panelist jibes that "in America we can choose the method by which we kill ourselves," the Circinus spokesperson on the panel storms off set.

- One of the characters finds the marks of pig trotters in their back yard and can follow the scent back to a sewer outlet not far from their home. The sewage odor drowns out the trail in the drains, but if a character enters the Umbra down here, they find openings to half a dozen Blights.

- The characters catch news from one of the other packs that seven toking students on University of Richmond campus all succumbed to self-destructive psychoses and have been taken to the hospital for treatment. One of them peeled his entire face off and blinded himself; the others are in lesser states of mutilation. In their unhinged states, all they're able to confirm to the police (or the Garou, if they sneak in to ask) is they were "just smoking weed — the yellow stuff."

- Hana Bonewind of the Snake Trackers pack vanishes completely. She told her pack she was investigating activity around the Magadon Pharmaceutical animal testing facility and never came back. They've been unable to locate a trail, and even spirits appear to have turned a blind eye. Whether this is related to the story or a red herring is up to the Storyteller.

- It's the responsibility of every pack to send a patrol to the remains of the Cracked Spine hive each week to ensure it isn't being reinhabited. Some Garou in Richmond believe this is overkill (the caern has already been revived and sept elder Mountain Crawler defends it), but it's an opportunity to be at one with nature. Slowly, werewolves who attend the caern can see nature, the Wyld, and Gaia's love returning to this once-ruined part of the environment.

## Sunday Supply

It's likely the pack will want to speak with Lexi Sunday about her drug supply at some point during this chronicle. Characters will only know her name as Lexi from Snowball's phone, but it's possible one of them used a Gift such as Signal Rider (**Werewolf: The Apocalypse**, p. 184) to travel to her location via a moon bridge or negotiated with Pattern Spiders or Net-Spiders to find out more about her identity.

However they do it, they discover Lexi Sunday near the towers at Northern Barton Heights (where she lives) and hanging out at the community pool. She doesn't sell to random people. Sunday doesn't consider herself a dealer so much as a supplier and is only interested in shifting bulk orders. If threatened with the law, she explains she never keeps anything illegal on her or at her home, but if threatened with violence on a successful Charisma + Intimidation roll (Difficulty 6) or persuaded she's dealing with new customers on a Manipulation + Expression roll (Difficulty 5) she explains they can put together a shopping list, Venmo her the money or get it to her in BitCoin, and she'll call with the name of a pickup location.

Of course, the characters may want to find out where Sunday procures her drugs. On that matter, she's determined to stay silent; she doesn't want to be fired and lose her connection. Whether bullied, charmed, or supernaturally affected to reveal her drug source, the werewolves must overcome a Difficulty of 9 to get her to admit she works for and steals cannabis, tobacco, and all manner of drug-making chemicals from her employer, Circinus.

If the players can't overcome Sunday's difficulty (she shuts down completely if they fail with one roll), they can still determine this quite simply from paying for some of her stock; many of the drugs she distributes come in Circinus-branded packaging.

Virginia is littered with Circinus fields and plants, but the one Sunday works at is Circinus Piedmont, west of Richmond. It was their initial farm and factory setup, and still acts as the company headquarters. If the characters have persuaded her sufficiently, she promises to show them the facility if they meet up with her in three days at this same time and place. She needs to scout out security arrangements before bringing in a group of "friends to tour the facility."



## Chapter Two: Ronin of Turtle

The characters arrive at Tar Bay to meet with Emily Opened-Cell and find out the truth behind her “visions.” In doing so, they also encounter the sept’s other Ronin, who each have their own take on Awoken Turtle and their future in the sept. The characters undergo a spiritual journey and come away with uncertain answers. By the conclusion of the chapter, Skull Pigs ambush one of the characters at their home.

**Moon Phase: Waxing Crescent**

### Scene Four: Tar Bay

It’s important to establish how fervently the characters feel about the Shame of Ronin’s perceived cowardice, whether there’s any hope for redemption, or if harsher measures should have been taken against them. Have the pack discuss this among themselves if they haven’t already, perhaps as they make their way to Tar Bay.

Tar Bay’s a rather non-descript coastal indentation between two headlands on the James River. It’s the site of a long fallen caern, lost to nature and Gaia, but likewise ignored by the Wyrms. The Sept of Memories is aware of it but has never seen to its renewal as in the Umbra the space is utterly vacant of spirits or energy of any kind. The sept’s Theurges (including in the players’ pack, if they have a Theurge) have heard the rumors that it was once a Croatan caern. In the present day, Tar Bay’s where the Richmond Ronin have settled for the time being and is where Emily Opened-Cell invited the protagonists’ pack.

The Storyteller should describe Tar Bay: It’s a muddy inlet with several boats moored and bobbing on the water of the James River, with ill-kept boathouses on decking overlooking the water. A café on the largest river jetty emits a low light and would appear to be closing up for the evening; the rainfall is heavier now, bringing down with it an odor of acrid smoke that stains clothes and skin, all the while making the mud of Tar Bay difficult to navigate. The Shame of Ronin are visible standing and sitting in a boathouse around a woodfire, sharing drinks and freshly grilled meat, the smell of which combats the pollution in the air. The crescent moon cuts like a sickle through the clouds in the night’s sky, but the stars are barely visible tonight.

Introduce the player characters to the Shame of Ronin. At the very least they’ve already met Emily Opened-Cell at the moot. Historically, they may have encountered and possibly even fought beside Burned-to-the-Bone, Maublanc, and Jefferson. The Ronin are cautious around the approaching werewolf pack, despite the invitation that brought them

here. These Garou have been cast out and subjected to all manner of humiliations and bullying since their exile; they don’t trust the player characters until they make honest and kind entreaties.

### *Burned-to-the-Bone*

Burned-to-the-Bone remains in her wolf form, in a fixed state of depression close to Harano. None of her fellow Ronin shift to Lupus form to chat in barks, sniffs, and howls, and she hasn’t adopted Homid form to communicate with them since Singing Lark was killed. If one of the player characters is a lupus werewolf or takes to that form to communicate with her, they can make a Charisma or Appearance + Expression roll (Difficulty 8) to pry some thoughts from her.

While she’s not communicative, she appreciates a kind gesture, and through a combination of low growls and (if permitted) nuzzling another lupus Garou, it’s clear she’s still in a state of fear and trauma. She conveys that she was close to Singing Lark (she’s scratched runes resembling his epithet into the boathouse and rocks surrounding it) and can’t stand to see any more bloodshed in her life as a Garou. If asked about her cowardice, Burned-to-the-Bone clams up and says nothing further.

Burned-to-the-Bone believes Opened-Cell has been experiencing spiritual visitations from something powerful but is beyond caring about their provenance. While she doesn’t say it, if she were presented with the Skull Pigs who killed Singing Lark, she’d likely spring back into action in a suicidal act of violence.

### *Desiree Jefferson*

The young Jefferson only experienced her Rite of Passage within weeks of the assault on Cracked Spine and is still woefully naïve to the ways of the Garou. Blithely optimistic and compensating for her trauma, she chatters away, sure that her Kinfolk (and immediate family) will accept her back soon enough, the sept will forgive her, or failing both those things, the Ronin could form their own pack. She’s very friendly and glad of the visitors, though any signs of intimidation send her cowering as her former packmates treated her horribly in shaming her, and the psychological wounds have yet to heal.

Jefferson is the first to offer to cook the player characters some food or grab them a beer, though she refrains from drinking herself (she’s only 16, plus Maublanc has been preventing her from falling to vices in despair). She asks all kinds of questions about what’s been going on in Richmond, whether the D’Angelo concert was good (she had tickets to attend a gig with friends, but her family cancelled them after she was cast out), and is generally a curious, good-natured werewolf. If asked about her failure to attend the battle with her pack, she maintains her reasons for not showing



up are still valid: She didn't (and still doesn't) know enough about how werewolves on either side act to be of any use, and would have likely got other Garou killed through her doing something stupid or hasty.

When it comes to the subject of Awoken Turtle, Jefferson's excited and bounds about like an excited wolf, despite being in Homid form. She's convinced Awoken Turtle is speaking with Opened-Cell so the Ronin can find a road to redemption.

## **Geoff Maublanc**

Maublanc is desperate and it shows. He's drinking heavily, looks unwashed, and is incredibly twitchy. If any of the player characters are Glass Walkers or Ahroun like him, he recoils from them in shame, aware he's disgracing his tribe and Auspice. He's more comfortable speaking with Bone Gnawers, perhaps because he foolishly believes he now knows what it's like to be one. These attitudes should be reflected in an increase or lowering of Difficulty when interacting with him.

Maublanc is slow to speak, but when he gets going, he begs for advice on how to get back into the sept, what he needs to do to prove himself, and what he needs to sacrifice to prove himself worthy. He starts offering increasingly tragic ideas, most of which had no bearing on his relationship with the sept. He'll lead the charge against the next enemy the sept points him to; he'll close down his tech security company as a sacrifice to Gaia; he'll never use a cellphone again; he'll divorce his husband (who he hasn't seen since his shame began and who has reported Maublanc missing). The list goes on. Maublanc is in a sorry state. If asked about his non-attendance at the battle, he just breaks down and damns the Weaver as more pernicious than the Wyrms.

Maublanc doesn't know what to make of Opened-Cell's claims but is prepared to grab hold of any lifeline offered. The character speaking with him should make a Wits + Empathy roll (Difficulty 6) to identify he's in such a needy state. He's the kind of werewolf that might succumb to the Wyrms' temptations – such things have happened before. He's been advising Opened-Cell to accept Awoken Turtle's advice, no matter the cost.

## **Emily Opened-Cell**

Just as at the moot, Opened-Cell appears to be in a trance, slowly eating, slowly communicating, as if her mind is only half-focused on anyone addressing her. She's unkempt, but where Maublanc appears like someone who's been dragged through a hedgerow, Opened-Cell just appears to have foregone her personal appearance as she's sunk deeper into her near-fugue state.

Opened-Cell is so fixated on spiritual matters at this time, that if questioned on subjects such as Cracked Spine, the Skull Pigs, or the human witnessing the Umbra, she

responds with clipped statements such as "insignificant" or "Awoken Turtle will show us the way."

Despite her discomfiting presence, Opened-Cell seems mildly pleased that the pack have come to see her, promising that Awoken Turtle is near. She invites them to join her in Tar Bay's water, where the next visitation will take place. Maublanc, Jefferson, and Burned-to-the-Bone don't join her, with Jefferson explaining it's for the player characters to witness Awoken Turtle. Nobody would believe a Shame of Ronin.

## **Taking the Plunge**

If the werewolves accept the offer to enter Tar Bay's water, Emily Opened-Cell leads them between a cluster of bobbing boats, out to where the river sinks to neck height (if in Homid form). The water's flowing fast, requiring any characters to make Strength + Athletics rolls (Difficulty 6) to remain steady.

And then, Opened-Cell sinks into the water, entering the Penumbra through its moonlit surface. The characters are expected to follow, with no Difficulty applying to their attempt.

The Umbra *wants* the werewolves to enter.

## **Scene Five: Something Unexplainable**

The Penumbra at Tar Bay makes for a disturbing, draining sight. The Garou stand in a flow of rushing water that flows over and through them, but in which they can breathe perfectly well. That's where their level of comfort ends, as beyond the spirit of the James River, the area is utterly absent of life, spiritual or otherwise. The characters can't even identify the Ronin back on the shore through this deeply shadowed Penumbra space. The characters may roll Intelligence + Cosmology (Difficulty 6), or if they lack that Expert Knowledge, Intelligence + Occult or Rituals (Difficulty 8) to identify that this space is fragile and on the precipice of the Deep Umbra.

The James River spirit is uncommunicative, unless a Theurge, Wendigo, or Uktena succeeds on a Gnosis roll (Difficulty 7, unless they sacrifice something significant to the river, such as a fetish or access to a Gift for the remainder of the chronicle, in which case the Difficulty drops to 5). The river burbles "similar but different," "the Wyld has taken hold," "once defensive, now aggressive," "cannot trust them," and "vengeance for Croatan." It doesn't answer any questions directly.

Opened-Cell shifts to Lupus form and starts howling into the Penumbra. Her howl is one of plaintive and sorrowful summoning. She looks to the player characters, gesturing for them to join her. Half or more of them must succeed at a Charisma + Expression or Performance roll (Difficulty



8) for the Storyteller to read **The Totem?**, otherwise read **The Messenger**. Galliards and Garou in Lupus form have a reduced Difficulty of 7.

## ***The Totem?***

The river abruptly appears to cease its flow, but then it becomes apparent the waters are changing direction as it parts and a colossal spiritual entity swaddled in shadow and mist emerges from the soft Umbral silt. Werewolves must succeed on a Willpower roll (Difficulty 6) to look directly at the figure, otherwise they cannot help but avert their eyes. Those who look upon the spirit identify the great shape of a turtle the size of a large house, but he appear only half-formed, as if their features trail away in embers and wisps of smoke. Any spirits accompanying the pack flee the scene immediately, unless the werewolves have summoned their own totem to them, in which case it stands behind them straight and bold, eyeing the turtle keenly.

In a rumble of earth and roar of water, Awoken Turtle addresses the gathered Garou. His words appear as images in the werewolves' minds, elemental sounds in their ears, and feelings on their fur and deep in their hearts. The Storyteller should explain that this entirely spiritual experience is akin to the time they first encountered their pack totem but comes with even more gravitas. Unless they choose to resist with Willpower (Difficulty 9), the experience reduces them to tears, like shaking pups, before Awoken Turtle disappears back into the earth and the river corrects its course.

But what does Awoken Turtle say? It's abstract and open to interpretation, but the Storyteller is advised to convey the following:

- The screams, howls, and songs of an entire tribe of werewolves leaping into a hurricane of fangs, claws, tendrils, and blood.
- People on burning streets—recognizable as Richmond and other territories up and down the East Coast—clawing at their eyes as Banes pour into them from across the Gauntlet.
- The thick smell of burning tobacco, cannabis, industrial chemicals, and pig manure.
- A wolf skull exhumed from a mountain caern, crushed between a boar's jaws. The pack feels the pain of their skulls crushing as this desecration takes place.
- Young wolves being mauled by their elders until they're left bloody and limbless.
- Spirits and totems retreating into the depths of the Umbra, only for the Wyrms' tendrils to rush in and occupy the empty space.

The visions leave the pack exhausted (deducting a Willpower point from any character who possesses one). Emily Opened-Cell, however, seems utterly elated. She's no longer in her trance.

## ***The Messenger***

The river's flow slows, ending with the area becoming completely still. A spirit, resembling a werewolf in Glabro form, wades through the deep waters toward the pack, their fur scored with deep scratches and their eyes missing. In their sockets a dark green energy pulsates. On an Intelligence + Occult roll (Difficulty 6), they may associate this power with balefire, a weapon of the Wyrms. This spirit emits no Wyrms taint, however. Instead, a Perception + Primal-Urge or Survival roll (Difficulty 7) picks up a combination of scents: age, tobacco, dried blood, and salty tears — all embedded in the werewolf's fur.

Any spirits accompanying the pack swarm the recent arrival, curious about them. The werewolf spirit doesn't pay them any attention, even as talkative spirits bombard it with questions. If the pack's totem is present, it stalks a side perimeter around this meeting but never takes its eyes from the werewolf.

In a voice out of history that reverberates through the characters' bodies and minds, the werewolf addresses the assembled pack. Their words are clear, crisp, singsong in nature, and make the werewolves' hearts swell, even if they don't understand the words. The ancestor spirit paints pictures in the air with their claws, hops from paw to paw and howls in a song of sorrow and hope. Finally, they shift to Lupus form, approach the pack Philodox (and if they don't have one, they approach Opened-Cell) and warmly nuzzles the target, enabling them to recover all spent Gnosis. The werewolf then slips away into the Umbra and the waters start rolling again. Unless they choose to resist with Willpower (Difficulty 8), the experience leaves every Garou present shaken and excited.

But what did the ancestor spirit say? If any characters in the pack speak the extinct Lumbee language (unlikely) or possess Speech of the World (W20 p. 154), they understand most of what was communicated (the Storyteller should still make some of it indecipherable) or they can make an Intelligence + Academics roll (Difficulty 7) to understand the modern day's English dialect Lumbee, or an Intelligence + Rituals roll (Difficulty 9) to glean meaning from the werewolf spirit's gestures more than their words. To anyone who understands the basics:

- The ancestor spirit is of the Croatan tribe, or at least claims to be.
- The spirit claims to represent Turtle, who stirs in his slumber, and requires the purification of desecrated lands.
- Whether Turtle requires this purification to wake or to sleep more easily isn't relayed.
- Sacrifices must be made against the "Grondr" enemies who recently desecrated a Croatan burial ground and the



new Wyrms carriers in Virginia (this refers to the supervisors at Circinus, but this isn't relayed clearly).

Players may already know that the Skull Pigs were once the Changing Breed known as the Grondr, but if not, characters can make an Intelligence + Enigmas or Occult (Difficulty 7) or ask their totems for this information.

The experience leaves the pack drained (deducting a Gnosis point from any character who possesses one, except for the werewolf the messenger touched). Emily Opened-Cell remains distracted and in her trance if the messenger touched anyone else.

### *Emergence from the Waters Renewed*

In the case where the pack encountered Awoken Turtle, their totem is visibly perturbed and voices that it can't confirm if Awoken Turtle is the same spirit as Turtle. They felt familiar but irrevocably changed. The totem is concerned that if this is Turtle, they may have fallen to the Wyrms and buried the corruption deep beneath their shell to make it undetectable.

In the case where the pack encountered Awoken Turtle's messenger, their totem is certain the werewolf was an ancestor spirit of the Croatan but had believed that almost every Croatan spirit and memory was consumed in the tribe's mass sacrifice half a millennium ago. What disturbs the totem more than anything is the green glow of balefire emitting from the ancestor spirit's eye sockets, but no trace of Wyrms taint. The totem doesn't know how well this spirit can be trusted.

As the pack emerges from the waters of the James River, Opened-Cell returns to her Shame of Ronin, where Jefferson

and Maublanc wrap her in a blanket and dry her off. If she encountered Awoken Turtle, she's alive with energy, but if she met the messenger, she remains half-asleep in her vision state. Either way, she's certain that the Ronin must prove themselves to Turtle and sacrifice themselves to destroy the Skull Pig nest, wherever it is, just as the Croatan sacrificed themselves to Eater-of-Souls in 1589. In this way, they'll be redeemed and purify the land for Turtle to wake once more.

The player character pack may take this time to commit to assisting the Ronin, but the Storyteller should make it clear that Opened-Cell is committing to the cause because she's spiritually distracted, to put it mildly, while Maublanc and Jefferson are in their own ways desperate for redemption.

If any characters elicited a response from Burned-to-the-Bone earlier, she approaches and takes them aside, in the direction of the now-closed riverside café. Through snarls, the twitching of her ears, and the shaking of her head, it's clear she thinks Opened-Cell is compromised and being manipulated by malicious spirits. Burned-to-the-Bone looks to the Shame of Ronin and lowers her nose sadly before brushing up beside the Garou with whom she's speaking. She's communicating that regardless, she'll follow Opened-Cell on this path. She has nothing else.

### *Scene Six: Pig Stink*

The players are likely going to want to plan how best to tackle the Skull Pigs, handle the Ronin, or tie Turtle's images together with events they've experienced. Allow them the time to discuss. At this point as Storyteller, it's useful to note down your players' theories. If any conflict with content





in this chronicle but really appeal to them or you, feel free to change the game's direction. Allow their theories to bear out if it'll provide a satisfying narrative. Likely outcomes of the recent scenes include:

- Wanting to track the Skull Pigs to their source. This can be done, with difficulty, via the Penumbra and Battleground Near Realm, as they use this method to pass through Richmond and surrounding territories without notice. Tracking the Skull Pigs is much easier with a fresh trail. Luckily for the pack, one of them will soon encounter a sounder of these vicious beasts.

- Address the sept at another moot to explain they also encountered Turtle (or one of their messengers). Due to the doubt with which the sept met them last time, the elders don't permit such a gathering at the territory's caern. If the characters have befriended any of their fellow packs, they may be able to form a fringe force of believers.

- Encourage or discourage the Shame of Ronin. If the pack encourages them or says nothing, the Shame sets out immediately on a hunt for these Skull Pigs, with Emily Opened-Cell identifying the Blue Ridge Mountains from one of her visions. Old Rag Mountain (the home of the Cracked Spine hive) is one such mountain, so it will be a fine place to start the hunt. If they're discouraged, the Shame stays put for only 24 hours before they head off anyway.

- Look more deeply into the issue of humans sighting the Umbra. This may appear to be a side-concern to that of Skull Pigs (which fixate Opened-Cell), but one of the clearest visions Turtle sent was of humans witnessing spirits and finding themselves subjugated by Banes.

Whatever they decide, it's now late at night and time to travel back to Richmond.

## *Your Home is a Pigsty*

The Storyteller should pick one of the player characters. Ideally, they should opt for one who's had the least to do in this chronicle so far (it's likely the Theurge and Galliard have been reasonably busy), one who doesn't live with their packmates, and one who has a housemate, Kinfolk who live with them or nearby, or a wolf pack with whom they share a den.

As they arrive home, they immediately notice something amiss in their house or den. There's a thick smell of pig shit and tobacco, as if a party of smokers were hanging around outside burning through pack after pack before entering and despoiling the place. And then, the werewolf hears a wailing cry from inside.

How the player character acts in this scene determines what follows. If they charge straight in read **The Bait**. If they call their pack with a howl (or a phone call) and wait outside for backup read **The Pains of Patience**.

Note that the setup of the werewolf's home is between the player and the Storyteller, so this chronicle doesn't pre-

scribe its environment, fixtures, and fittings. The Storyteller should be mindful of the location and what's likely to be present within to make for a dynamic encounter with lots of props, obstacles, and flavor.

No matter what occurs during the upcoming fight, emphasize the heady mix of odors, from wild boar to skunky cannabis, and the rich, intoxicating smell of tobacco and blood.

## *The Bait*

As the player character enters their home, they must make a Perception + Alertness roll (Difficulty 6) to avoid the Skull Pig barreling toward them from the shadows. It was lurking in wait with the express purpose of tackling the werewolf. If they fail, the Skull Pig rolls to initiate a grapple (**Werewolf: The Apocalypse**, p. 297).

What the werewolf sees when they enter — whether they're being grappled and gored or evaded the ambush — is the massive Skull Pig from before (King Semyonov) holding their roommate/family member/landlord/neighbor up by the neck as he slowly guts them and allows their insides to uncoil while staring at the newly arrived Garou.

The Skull Pigs' intent here is to drive the werewolf into a rage, which shouldn't be difficult. Semyonov then draws his sounder of Skull Pigs in from the Penumbra, where they're currently waiting for the signal to pounce. The offal on the floor is their window and Rage acts as a way of weakening the Gauntlet for them (see p. XX). While it'd be easier for Semyonov to kill a sedate or unsuspecting werewolf, he's a Skull Pig dedicated to battle and enjoys the fight. Plus, it looks more like a werewolf conflict if the place of battle is utterly ruined.

The Storyteller should note that there are Skull Pigs equal to the player character pack size +1 involved in this battle. Semyonov is one of these hogs, the ambushing Skull Pig is another, and any more are lurking in the Penumbra until they can break through.

Unfortunately for the player character, the Skull Pigs are intent on killing (and devouring) them. Their number advantage is likely to give the werewolf considerable problems, but this wouldn't be a chance for Glory and ultimately Renown if it were easy. Nonetheless, if the battle's turning against the player character, they shouldn't die unceremoniously. Allow them rolls on Wits + Brawl and Wits + Survival (both Difficulty 6) to identify features around them they can use to boost their chances, such as:

- Any environmental features already discussed between the player and the Storyteller.

- The werewolf's howl reaches the ears of their closest packmate (and cuts through the Umbra to any werewolves in the territory who share their tribe or Auspice).

- Attacking Semyonov is a good way of driving the other Skull Pigs into an uncoordinated frenzy. They attack each



## ***CHEW CIRCINUS***

We're in the business of making people feel better, but we know you're scared of smoking.

It's okay. We understand.

Have you tried nicotine gum, just to make you feel **better**?

The only answer can be Circinus gum.

other to get at the werewolf if they find themselves blocking each other's path.

- The Storyteller should always encourage the use of friendly spirits and the werewolf's Gifts. If the werewolf is close to death's door, their pack totem intervenes. It may not be enough to turn the tide (King Semyonov is no pushover), but it buys time.

- The werewolf can always flee, leaving the victim of Semyonov's torture to die. This is an outcome Semyonov desires, next to the Garou's death, as it brings even more shame on the Sept of Memories.

- In the unlikely event the werewolf mentions their encounter with Turtle or their vision of a boar crushing a wolf skull, it makes Semyonov back off and disappear into the Umbra, leaving his Skull Pigs to do the fighting. They, too, flee if the werewolf isn't dead in the next five rounds, as they notice their king has departed.

## ***The Pains of Patience***

If the player character calls their companions before heading inside, the Storyteller should calculate the "battle phase" at which they're likely to arrive. These phases are constructs for this sub-scene and **Scene Eleven: Circinus Piedmont** only.

With a moon bridge or close physical proximity, the characters arrive in phase two. Having to pass through the Penumbra outside rural Richmond (if the character is in the suburbs or beyond) allows them to arrive in phase three. Having to navigate physically from a distance or through the urban Penumbra has them arriving in phase four.

**Phase One:** The Garou must decide whether they're going to charge in on phase one or wait for backup. If they charge in, they're subject to the same ambush as in **The Bait**, but at least have the knowledge their companions will show up soon (convert the phases to combat rounds as soon as combat commences, with dialogue not advancing phases or rounds).

**Phase Two:** If the Garou waits for phase two to charge in, the ambush from **The Bait** takes place, and Semyonov's victim detailed in that section dies.

**Phase Three:** If the Garou waits for phase three before entering, the ambush no longer takes place (the Skull Pig grows impatient) and the victim in **The Bait** dies.

**Phase Four:** If the Garou waits for phase four, the ambush doesn't take place, the victim dies, and the sounder of Skull Pigs has been summoned from the Penumbra.

It's likely that patience punishes the player character spiritually, potentially causing a loss of Honor as their friend/relative/acquaintance dies on their watch. If the Garou doesn't enter until the entire pack joins them, Semyonov departs, and the sounder of Skull Pigs remain to fight. His purpose is to pick off solitary werewolves, not fight entire packs of them.

## ***Umbral Possibilities***

Entering the character's home via the Umbra opens a new raft of possibilities for this combat. Notably, the sounder of Skull Pigs are present in the Penumbral version of the home, meaning the character could miss Semyonov and the ambushing Skull Pig and instead encounter the hiding hogs. Alternatively, the rest of the pack (if summoned) may come to battle the sounder in the Penumbra while the set up character has to fight in the mundane world.

It's possible this fight may flow into and out of the Umbra as Skull Pigs jump in and out of puddles of gore, fueled by werewolf rage, and the Garou follow suit via mirrors, windows, and their use of Gnosis. If the Storyteller is prepared to follow this route it requires a little more bookkeeping to remember where characters are, but can make the combat a truly memorable, interspatial clash with a lot of fluidity.

## ***Scene Seven: Hot Trail***

The first thing to address is whether the ambushed player character was killed. If so, the group should play on in the short term. If the pack didn't arrive for the battle, they soon discover the werewolf's half-eaten remains and the destruction within the home. If they did arrive and the character still died, provide time for howls of mourning and vengeance, all of which call Garou from the sept to the location.

A player who loses their character in this way has possibilities open to them, with the territory's Ronin a ripe place from which to pick a new character if they don't want to design one afresh.

Secondarily, the Skull Pigs that escaped (even if it's only King Semyonov) leave a reeking trail through the Penumbra. The pack totem advises them to hold from pursuing it in case it leads to another trap and suggests it follows the trail and discovers where it leads before returning to the werewolves. Most Garou follow their totem's suggestions, but if they're reticent, the totem vows not to endanger itself.



The totem's findings are returned to the pack in the next chapter.

## Second Intermission

As the characters await wisdom and advice from their totem, it's possible they spend time burying the dead or getting the injured to a hospital, then look deeper into the Skull Pig activities in Virginia. Given the frequent hints regarding smoke and the abstract clues from Turtle and his messenger, the pack have plenty to investigate.

As with the previous intermission, it can be played or rolled. This is another opportunity for players to cement their characters in the world and elevate supporting characters, such as other packs in the sept, Kinfolk (who the characters may now feel are at risk), and the Ronin. This chronicle doesn't provide all the answers regarding each of them (the Storyteller can add depth as needed), but provides a few hooks to expand the tale. The following are some examples of what might occur:

- A character trying to get their Kinfolk somewhere safe gets shut down by these belligerent relatives, who insist that if there's a battle to fight, they're not going to spend it tucked away on vacation. They're Gaia's warriors too, even if they can't shapeshift.

- A news interviewer discusses with a Circinus rep that there's been ten instances of cannabis-induced mania in Richmond and the surrounding area in as many days and asks whether Circinus is adding anything to their product. The representative states that it's nothing but pure cannabis and has been tested by Magadon, the FDA, and thousands of happy customers, but unfortunately some people have a lower tolerance to pot than others and are advised to start on Green Indica.

- The remaining sept elders acknowledge the possibility that Skull Pigs must be able to access the Umbra, though neither understand how this can be. Titania requests two packs accompany her into the mountains to track down and support the Shame of Ronin if they've already left, but Mountain Crawler denies the decision, explaining that Cracked Spine is his responsibility, so he'll meet the Ronin there if they're committed to their course.

- A player character suffers nightmares similar to the vision from Turtle, of people on the streets of Richmond gouging their own eyes out as smoke pours from the empty sockets.

- Researching werewolves of the region through conversation with spirits and sept elders reveals that once, long ago, the Croatan were dominant in this territory. Most of their caerns disintegrated with the tribe's death, but the revived Cracked Spine caern (now Mountain Crawler's responsibility) on Old Rag Mountain and the vacant Tar Bay caern are among them. There was another caern inside

Sharp Top Mountain, near Piedmont and west of Richmond, but it's proven inaccessible even via the Umbra.

- If the characters consult with wise spirits or another pack's totem, they're told that it's possible Skull Pigs — who gain power through consuming others — could have taken the ability to pass through the Gauntlet via consuming the remains of an elder werewolf. The players may correctly connect this to the vision of a boar crushing a wolf skull in a mountain caern, which happens to be inside Sharp Top Mountain.

- Even with claims of encountering Turtle, no sept elders are convinced the Ronin need to be readmitted to the sept. They still sinned against their brethren and must prove their worth.

## Weekend Denouement

If the characters continue pursuing the Lexi Sunday link to the mind and spirit-altering drugs, they discover something awful. Sunday's absent from the designated meeting place — the community swimming pool — but witnesses can be questioned with successful Expression or Intimidation-based rolls (Difficulty 4, as they know Sunday well). They all confirm she was practically frog marched to her nearby apartment (some of the locals know where she lives and can point the pack in the right direction) yesterday, and she hasn't emerged since. The individuals who accompanied her to her apartment were a group of three or four expressionless, suit-wearing executive types.

As the werewolves approach Sunday's apartment in Northern Barton Heights, no roll is required to pick up the putrid, rage-inducing Wyrms taint emerging from her apartment. Normal humans in the vicinity have all developed hacking coughs and smokers (tobacco or pot) among them find that only smoking takes the edge off. Entering Sunday's apartment is no challenge, and even if the Garou bust the door down, nobody in this neighborhood's likely to call the cops. Unfortunately, the state of the apartment interior is more like an abattoir than a homely flat.

The entire apartment is covered in a spray of blood and gore, and loose skin and unidentifiable chunks of organs and muscles hang from lampshades and over furniture. An Intelligence + Medicine roll (Difficulty 6) identifies that yes, all of this could have come from one person, but they would have been dragged around the apartment and taken apart piece by piece while alive to leave this mess. It's impossible to tell if the deceased was Lexi Sunday without a Gift like Visions of Duat (*Werewolf: The Apocalypse*, p. 191) or the Descent into the Underworld rite (*Werewolf: The Apocalypse*, p. 213), though it may be inferred. If the aforementioned Gift or rite are used, or the characters have contact with a mortal or (Gaia forbid) a vampire necromancer, they do indeed discover Sunday's tortured spirit in a state of intense shock. All she can communicate is that she "shouldn't have stolen from Circinus."



Searching the apartment for clues is tricky with the volume of bodily remains in attendance and requires an Intelligence + Investigation roll (Difficulty 7) or a friendly relationship with spirits of technology or bloodshed to locate something of use. Even on a failure, it's possible to find her company ID (she works for Circinus Piedmont) and a stash of drug money (her killers weren't looking for cash). On a success, the werewolves find a still sealed letter postmarked two days prior in her mail, confirming her employment with Circinus has been terminated and her shares absorbed into company funds due to an unspecified breach of contract. If they rolled more than one success or spoke with their friendly spirits, the werewolves are also pointed in the direction of a hidden camera in Sunday's lounge wall. It appears her landlord has been spying on her.

The Storyteller and players can choose whether a confrontation with the predatory landlord is necessary to the plot (it might prove cathartic), but he voluntarily yields the filmed footage, which he hasn't viewed yet, assuming that by turning it over the werewolves won't report him to the cops.

The footage is essentially the contents of a snuff film, and Storytellers are advised to keep the grotesqueries limited to what the player group are comfortable handling. In brief, Lexi Sunday comes home with four suited individuals, who push her through the door and lock it behind them. They demand to know how much she stole from Circinus, she denies any such wrongdoing, and then the torture begins. Two of the suited individuals morph and split until they barely resemble anything human while the others passively watch. Eventually she confesses to everything (and more extravagant things just to get them to stop) before they murder her after four excruciating hours. The werewolves can identify the transformations as those of fomori. Before the suited individuals leave, one says to another, "Make a note: We need to tighten operations. We need to find out what Fink-Chandleton has in terms of security. We need to handle any dealers this thief used." They then exit through the door into the cover of night.

## *A Snowball's Chance*

If the players were very successful in their search of the apartment, they discovered that Sunday's dealer would be an upcoming target. They found her via Snowball, and as Snowball is Kinfolk, they may feel obliged to warn or save him, or at least notify the Spades and Clubs pack.

This scene is deliberately left open due to the variables in play. If the Storyteller wishes to have another combat scene, they might track Snowball down in an alley, on the receiving end of two fomori ripping him to pieces. The supervisors' traits are detailed on p. XX and as ever, the Storyteller is encouraged to use scenery such as dumpsters, fire escapes, and even vagrants and flaming barrels (don't make it too *Donkey Kong*) to enhance the fight. Alternatively, if they get word to him that he needs to run, or warn the

Spades and Clubs, the Storyteller can reward the players for their quick thinking and form tighter bonds between all the parties involved.

It's possible the player characters never pursued a meeting with Sunday in the first place, meaning the characters are unaware of her death. If they confronted Snowball in the alley off Main Street, however, and he has cause to know any of their numbers (perhaps they enlisted him as a contact), he hurriedly dials the first number in his phone and screams that he's being chased, providing his rough location. Therefore, the werewolves can get to this point via a different arc.

If Snowball survives, he explains that Sunday got in touch with him a couple of nights ago. Sunday expressed her fear that Circinus supervisors had discovered her theft of company materials, and things tended to "end poorly" for thieves. She apologized, as she thought she'd have to slow down the drug supply, not realizing it'd come to a dead stop one night later. This is another route for the protagonists to discover her remains and the actions of the Circinus supervisors.

---

## *Chapter Three: Sea of Possibilities*

The characters' totem returns to them with guidance on the Skull Pigs' trail, but also issues a warning. They're pointed in two directions: Sharp Top Mountain and Circinus Piedmont, the former closely linked to the Ronin, Turtle, and the Croatan, the latter linked to the human instances of Umbral visions, Lexi Sunday, the abstract images of blinded mortals, and the pungent smell of smoke all over Richmond.

This chapter is very much open to the characters exploring the plot of their preference. While the Skull Pigs likely appear to be the more immediate threat, Circinus's actions risk the Veil's sanctity. As the werewolves make their decision on how to progress, contacts within different packs should offer their take on which threat is more severe and whether the sept should move as one or handle both simultaneously.

**Moon Phase:** Half

## *Scene Eight: The Totem Returns*

By now it's likely the werewolves have shared information with other Garou in their sept, unless the actions of the elders and other packs (Spades and Clubs' drug abuse, Broad Rock's bullying, the Whispering Rovers being new and therefore not trusted, etc.) have ostracized the player characters from their comrades. If it has, this plays to the Skull Pigs' plans while furthering Miriam Fink-Chandleton's



desires to keep the werewolves away from Circinus.

The totem returns to the pack shortly after Lexi Sunday's remains are discovered (or at an equivalent time, if the Garou didn't walk down that path), and asks them to enter the Penumbra at the James River caern so it can speak with complete clarity. As before the Storyteller should describe the environment: James River caern is a verdant bastion in an urban hub, with enormous floral growth around it and crystal-clear waters washing over it; the rain has finally stopped, leaving a sticky humidity in the air. The half-moon in the sky sits boldly among the stars, providing reassurance to the pack if they've been following their sept laws, or judgment against them if they've consorted too closely with Ronin or against the elder. Spray from the river feels refreshing near the caern and allows all characters in the Penumbra to recover a point of Gnosis and Willpower up to their maximum.

When encountered, the totem speaks with urgency but without the riddles and symbols so many spirits use. It explains that it followed the Skull Pigs' trail, though it split into two directions. One led to the Blue Ridge Parkway, near Roanoke, where the Wyrms' stink obscured the trail as it closed in on Sharp Top Mountain. The other trail led to Piedmont and the Circinus tobacco and cannabis fields and plant there. The totem is certain the Skull Pig leader headed in the direction of the mountain and doesn't know who or what left the trail leading to Circinus, though it suspects a confluence of major Banes.

This isn't the only piece of information the totem must convey. After the encounter involving Emily Opened-Cell, it was concerned about the Shame of Ronin who headed into the mountains. The totem sought out the Ronin, only to find the remains of sept elder Mountain Crawler in Old Rag Mountain to the north, who apparently died defending the renewed Cracked Spine caern. Again, the stench of the Wyrms was strong around his remains, but the totem confesses, scared, that it doesn't know whether the Ronin killed Mountain Crawler, if it was the Skull Pigs, or something else.

The players have several weighty choices before them, and only one or two sept elders remaining in Titania and possibly Pallazzo. They fall into a somber mood if told about Mountain Crawler's death. If pushed, Titania's desire is to take the entire sept to Sharp Top Mountain as a final, all-or-nothing assault against the Wyrms. She says, "It's what the Croatan would do," but doesn't seem convinced of her words.

## *Surveying the Battlefield*

The player characters may exercise caution before racing off in any direction and research the prospective fields of battle.

**Old Rag Mountain** is hours away from the other two sites, but was also the staging ground for the sept's assault against the Black Spiral Dancers. If the Ronin encountered

something monstrous on the mountain, it's possible they're still there, or Mountain Crawler's killer is. Mountain Crawler seemed certain the caern was purified in the weeks before his death. Thankfully, not many tourists are hiking Old Rag right now, so the area could be investigated without the danger of witnesses. Revisiting this site would no doubt open a lot of old psychological wounds for veterans of the Cracked Spine battle. A Survival-based roll (Difficulty 6) allows the characters to prepare everything they need for a hike here, though convincing other packs to accompany them requires an Expression-based roll (Difficulty 7) due to the previous traumas linked to the mountain and the fact that the werewolves endangered there are Ronin. Old prejudices die hard.

**Sharp Top Mountain** is close to Roanoke, a city with profound importance in the Croatan myths and history. It's a much tougher hike than Old Rag, but also one of the most popular mountains for hikers and mountaineers to tackle, making witnesses likely. The rumors of a caern in Sharp Top have never been verified as the caern is said to be *inside* the mountain, and no werewolves have found a means of accessing it physically or via the Umbra. A Survival-based roll (Difficulty 7) tells the pack the only reasonable way of tackling Sharp Top Mountain is via the Umbra, as mountaineers could become collateral damage in a pitched battle, not to mention it's a physically arduous climb even along the hiking trails. As the Skull Pigs' trail leads here, other werewolves in the sept are hot to trot and require no persuasion rolls to convince them to head that way. The issue is how to get inside, if the caern is the goal. The totem said it reeks of the Wyrms, so there may be Blights a pack could drop into, but even the bravest of werewolves are fearful of risking contamination in such a way.

**Circinus Piedmont** is the company headquarters. While it's not the largest of the Circinus fields or plants these days, it's the one that appears on all the ads and is also where the company CEO Miriam Fink-Chandleton has her mansion, on the outskirts of the tobacco fields. Despite the risk to the Veil, the sept's werewolves require a lot of persuasion to head this way, the Expression-based roll (Difficulty 8) is truly challenging, because the Skull Pigs are taking werewolf lives while Circinus just appears to be meddling with some human minds, and they've barely scraped double digits (in Richmond, anyway). Finding out the layout of the Circinus plant and fields requires a Computer or Investigation-based roll (Difficulty 7). Alternatively, the Garou could book themselves as part of the Circinus tour: the Piedmont plant is popular enough to take groups of prospective investors and interested tourists around the safe parts of their facility, and even gives you a complimentary pouch of tobacco on your way out.

Whichever route the player characters choose shouldn't restrict them from accessing the other scenes in this chapter.



However, the Storyteller should be prepared to move the plot forward to express the passage of time. Thus, if they go to Old Rag Mountain first, by the time they reach Sharp Top Mountain the rest of the sept have paid the toll to enter the Skull Pigs' lair, losing many of their number. If they go to Circinus Piedmont before Old Rag Mountain, they may get there before King Semyonov, but Burned-to-the-Bone likely dies on the mountainside, and Geoff Maublanc is lost forever to the Battleground Near Realm, etc.

There's no perfect route. Each one comes with sacrifice.

## ***Scene Nine: Old Rag Mountain***

Old Rag Mountain has hiking trails and rest stops, but the pack will already be aware that the Cracked Spine caern isn't on any tourist route. Reaching it requires scaling sheer surfaces and prying their way through narrow crevasses to reach otherwise inaccessible parts of the mountain. Forcing rolls for every step of the climb isn't much fun, but the Storyteller should have the characters make a few Athletics and Survival-based rolls (Difficulty 7) covering the dramatic moments, such as climbing with their fingertips, vaulting over gaps in the rock, and the point at which hooks or ropes (if they're using such equipment) pop free from the mountain surface.

The Storyteller should combine descriptions of the high-altitude conditions (harsh winds, low temperatures, tumbling rocks, the distant view of the land below) with the traumatic memories of their assault on Cracked Spine. Rather than relying on a prescribed list of remembered events, ask

the players for their characters to recall a moment from the battle that took place across the mountain and down into the hive near its peak. If they can tell a short tale of glory, honor, or wisdom, the characters should gain a point in the linked trait. Memories of loss, trauma, and horror should be awarded with gained Willpower.

Characters may opt to reach the Cracked Spine caern via a moon bridge, though with Mountain Crawler's death the moon bridge falls short and deposits them in the Penumbra on the mountainside. They can also climb the mountain exclusively in the Penumbra (it's only a Difficulty of 5 to enter here), where despite the purification it's undergone, cancerous lumps and barely healed Blights still scar the surface, with minor Banes clustering around them like maggots on a rotten wound. The Storyteller can have these Banes attack the werewolves or flee. A battle on the mountainside is dramatic and dangerous if the scenery is involved in play, and if it takes place in the Penumbra, a fall from the mountain may result in a drop into a deeper level of the Umbra. However, the Storyteller should weigh up whether a battle's appropriate at this point depending on the players' tastes and the momentum of the story.

## ***Body on the Path***

As the characters make their ascent, they hear the pitiful mewls of an injured wolf somewhere nearby. With a successful Perception + Survival roll (Difficulty 6) or by spending time scouring the area, they find the horribly injured body of Burned-to-the-Bone in Lupus form wedged between two jagged, tight slopes. She would appear to have fallen here. Removing her from the crevasse requires a Strength





+ Survival roll (Difficulty 7), and doing so without causing further injury requires another character to assist with a Perception + Medicine roll (Difficulty 6). A failure renders her unconscious, while a botch at this point kills her during the extraction as her heart gives out.

If removed alive from the gap in the rocks, it's apparent Burned-to-the-Bone's injuries are of two forms: something gored and bit her before the rocks broke her bones and body. She's close to death but can be stabilized with a healing Gift or an excellent (and fast) Wits + Medicine roll (Difficulty 8). If conscious, she explains the Ronin first visited Sharp Top Mountain, where they followed the lead Skull Pig's trail here. They arrived at Cracked Spine caern only to find Mountain Crawler under attack from these Skull Pigs, and while a battle was fought, she was injured and thrown from the mountain by the Skull Pig leader before she could see the outcome.

Burned-to-the-Bone asks to be left at the mountainside (or carried to the caern, if the characters insist on her being moved) to die or find Gaia's healing. She feels she sacrificed herself for the caern, as she was meant to do at the battle against the Black Spiral Dancers, and is now content to meet her reward.

## ***Cracked Spine Caern***

The caern sits near the mountain peak in a cave filled with thick moss and fungus. The cave once led to tunnels stretching into a Black Spiral Dancer hive, but most of those tunnels have been collapsed, with the remaining ones just leading to verdant grottos. Mountain Crawler's eviscerated body lies in the caern, the turquoise necklace (remember that, from Chapter One?) amid the remains if it wasn't left with Pallazzo's body. Also surrounding the caern are the rapidly decomposing, ripped apart bodies of at least five Skull Pigs.

An Intelligence + Medicine roll (Difficulty 8) tells the werewolves that some of Mountain Crawler's remains are missing, and given their encounters with the Skull Pigs so far, it's likely they were eaten.

An Intelligence + Investigation roll (Difficulty 6) reveals the scuff and gouge marks in the dirt and rocks are from boars and wolves, some of unusual size, and not all matching Mountain Crawler's dimensions. There was a fight here between Garou and Skull Pigs, but the only wolf remains here are those of the sept elder.

On the Umbral side, the caern feels utterly peaceful and rich in power. An uneven sphere of sorts surrounds the area in which the caern sits, formed with a great expenditure of Gnosis and spiritual sacrifice. No roll is required to identify that this caern is now in Gaia's hands due to the valiant battle the Sept of Memories fought. Spirits of nature, of the mountain, and fragments of the lost Garou linger here, basking in the caern's warmth. Mountain Crawler hasn't left any traces here (perhaps due to his being partially consumed), but it's clear to see why the sept elder spent so much time

up here following the battle. It's so safeguarded that even a moon bridge cannot breach its protective aura.

Spirits in the region of the caern can be addressed, though if they're threatened in any way, they launch the offending werewolf from the cave and off the mountain, requiring a Stamina + Athletics roll (Difficulty 7) to resist their force. The spirits witnessed Mountain Crawler's battle with a sounder of at least twelve Skull Pigs, including one they refer to as "King Semyonov." They attempted to assist the sept elder but Semyonov confused them with his presence, as he felt strongly like he was a follower of Turtle. The Shame of Ronin arrived during the battle and attempted to assist Mountain Crawler, but he was already gravely injured and the Skull Pig numbers were too many. Mountain Crawler fell, Burned-to-the-Bone was thrown from the cave, and the remaining three Ronin were snatched away by King Semyonov and the surviving Skull Pigs.

This scene was Semyonov's last attempt at implicating werewolves for the deaths of other werewolves (it's a plot he thinks is overly elaborate). Opened-Cell's necklace at the scene proves little at this point, especially if the characters spoke with the spirits in this area. If Semyonov dropped it here, it's because he's tired of playing Fink-Chandleton's game.

## ***Old Rag Blight***

As before, Semyonov and his Skull Pigs escaped this area (dragging the brutalized Ronin with them) via the Penumbra before entering the Battleground Near Realm via one of the Blights on the mountain, which the Skull Pigs forced open. This means the trail leads directly into an open Blight and if the player characters want to follow, they'll need to squeeze through the Blight themselves.

If the pack enters the Blight in pursuit of the Skull Pigs, they find themselves in an enormous rancid pigsty filled with wolf remains, unidentifiable gore, and the strong reek of tobacco and cannabis smoke. Banes coalesce freely in this place and are unlikely to allow the werewolves safe passage without trying to lead them into traumatic visions or taking chunks from them as they pass. The Storyteller should define some of these experiences as the characters follow the trail through the Blight, with some examples including:

- A farmhouse where a hazy image of a pig-man cleaves up the corpse of a wolf before feeding it to a family of skull-faced piglets. Characters must make a Rage roll (Difficulty 7) to resist diving at the pig-man, who is a Bane-constructed illusion. If they fall for the trick, the Banes attempt to enter the angered werewolf, ripping at the Garou's mind and removing one Willpower for every round the illusion's believed.

- A swamp of mulch, manure, and bones with the tormented remains of fallen werewolves reaching up to drag the characters down into the muck. Characters must succeed at a Strength or Dexterity + Athletics roll (Difficulty 6) to pull free or risk having their flesh sucked from their



bones, suffering one aggravated damage for each round spent immersed in the pigsty.

- The Banes cursing and spitting at the characters that “King Semyonov’s going to eat your guts” and “the Time of the Wolf is now the Era of the Pig.”

- Noxious gases fill the air and choke the werewolves, sprayed from suppurating orifices in this Blight’s surfaces. Characters must succeed on Stamina + Survival rolls (Difficulty 7) to not take one aggravated damage for each round spent in the poisonous gas cloud.

- A scene plays out of Semyonov — then just a Skull Pig like any other — unearthing the bones of a wolf and crunching them up before placing the remaining pieces of the wolf’s skull atop his head and changing form.

Once they’ve experienced these visions, they must dive into a bloody pool leading them deeper into the Umbra if they wish to proceed. Retreat is always an option.

## *Dive into Battleground*

If the werewolves take the plunge into the bloody pool, they find themselves rising to their feet and paws in the phantom scene of several great battles taking place on Old Rag Mountain. Most recognizable among them is the battle for Cracked Spine involving the Black Spiral Dancers. Characters will recognize their fallen comrades still locked in conflict with similarly fallen Black Spiral Dancers, now forever engaged in the war they fought here.

The other battles taking place are less obvious but are clearly historical. With an Intelligence + Academics roll (Difficulty 7, 6 if there are Wendigo or Uktena in the pack) they might recognize the runes and paint of the Croatan battling here against European invaders, their fellow Natives, and even Skull Pigs once prevalent in this place.

Battleground is a Near Realm of constant conflict and strife (**Werewolf: The Apocalypse**, p. 330) and the battles taking place here aren’t illusions. Werewolves can fight here and temporarily die here. Or, they can find fresh glory, make amends for previous wrongs on the battlefield, and save brothers and sisters who fell in times past. The Skull Pigs have been using Battleground as their primary plane of transit since Semyonov developed intelligence and the ability to navigate the Umbra.

The Storyteller should be sure to emphasize the cacophonous noise in a place like this. Constant howls, the clashing of metal, the screams of the dying and the victorious, the pleading of the pained and desperate, are unending in Battleground. The players should also feel the pull of engaging in old fights, regardless of their present intentions, due to the warrior’s call all Garou feel. This is a good opportunity for characters to explore their past actions (even ones that took place in the character’s history rather than in this chronicle) and relive or alter them.

If the characters follow the trail through Battleground, they stumble upon the raging Geoff Maublanc — one of the sept’s Ronin — locked in combat with Black Spiral Dancers and defending the spiritual remains of his pack. He’s covered in scars and in the thick of battle, spinning like a dervish as he cuts through the Wyrms’ wolves and cries out for his kin. He lashes out at the Garou if they engage him, though he doesn’t strike out lethally unless attacked. It requires an Appearance + Expression roll (Difficulty 7) to turn him from this battle into which he’s become locked.

If a character can free Maublanc, he explains that fighting in Battleground is how he intends to make it up to his fallen pack. He’s completely blinded to the plight of his fellow Ronin or the broader sept and requires a Manipulation + Empathy roll (Difficulty 8) to convince him to leave this place and speak with any kind of lucidity. If they’re successful, Maublanc confesses the Near Realm played on his grief and failure. He was able to escape the Skull Pigs as they pulled Jefferson, Opened-Cell, and he through here, but then he witnessed the Pure Planet pack — his people — locked in conflict with the Black Spiral Dancers who killed them and became muddled. A lucid Maublanc explains that the big Skull Pig mentioned taking the Ronin to the “Circinus supervisors” and “ending this ridiculous subterfuge.”

Maublanc remains here unless a character refers to the Ronin as his pack now, or explains he’ll regain his lost honor only by saving them. In such a case, he realizes this is his new truth, and accompanies the player characters on their journey.

## *The Way Out*

Characters follow the trail through Battleground, which appears on an increasingly steep incline, until they dive into the gunpowder and tobacco-smelling fog of battle and find themselves in the Penumbral reflection of Circinus Piedmont.

The Storyteller should read all of **Scene Eleven: Circinus Piedmont** and determine the best place (and time) for the characters to arrive, along with events that have already occurred there, before heading to that part of the chronicle. Battleground was an intense place, so this is a fine area for players to take a break as the Storyteller plots their next move.

## *Scene Ten: Sharp Top Mountain*

Sharp Top Mountain is a place of mythical significance to the local Garou, as it’s believed to have contained a major Croatan, Turtle-dedicated caern within it. If the werewolves are making their way up the mountain along hiking trails in daytime, they must contend with tourists making the same popular trip, with the added complication that the caern isn’t accessible via the surface (if it even still exists). Night-time hiking is tremendously difficult here if done off-trail (check some of the example climbing challenges in **Scene**



**Nine: Old Rag Mountain** and increase the Difficulty by up to two for each).

The only discreet method of accessing Sharp Top Mountain is via the Umbra, though doing so provides the werewolves with a disturbing experience. In the Penumbra, physical reflections of geography, structures, and sometimes even people are distorted due to their spiritual energy and leanings. In the Penumbra, Sharp Top Mountain is a permanently storm-battered mountain of even greater size than in the physical world, its peak inaccessible even to totems with the capacity for flight, as wind, hail, and jagged rocks whip around it like a hurricane. Characters can make an Intelligence + Cosmology or Occult roll (Difficulty 6) to know Sharp Top Mountain hasn't always been this way. Theurges used to talk of how placid the entire area was, as if it was completely abandoned one day and nothing ever returned to repopulate it. If they experienced Tar Bay's Umbra, they'll have experienced such a spiritual vacancy before.

If the player characters consulted with the remaining sept elders before heading to Sharp Top Mountain, they'll find themselves in good company: Titania is commanding an assault on the Skull Pigs of Sharp Top Mountain and has dispatched the Broad Rock and Stained Leaves packs into the Penumbra while the Spades and Clubs and Snake Trackers handle the surface. Only the Whispering Rovers hang back in Richmond in case of a surprise counter-offensive. The players' pack can opt for whichever route they prefer while Titania does the opposite, her abilities matching those of an entire pack at the protagonists' Rank.

This scene involves a lot of fighting, so Storytellers need to be prepared with the rules for combat and to invoke all that glorious mountain scenery and, if in the Umbra, the raging storm smashing into anyone on its surface.

## ***Mountain Ambushes***

As the characters ascend, they must make Dexterity + Stealth rolls (Difficulty 7) to avoid the notice of the Skull Pigs and their watchful Banes. If any character fails this roll, the Skull Pigs don't cluster together to attack; they squeeze into crevices between the rocks, hunker down on ledges, and lurk behind boulders. Their preference is surprise as frankly, a werewolf jumped and pushed off a ledge, before being smashed on the rocks, makes for a fine buffet.

The Storyteller should vary their description of the mountain as gorgeous and untouched with sudden bursts of violence from these Skull Pigs. This surprise is unlikely to work more than a couple of times, so choose shocking moments to suddenly barrel into one of the werewolves with a Skull Pig or send down a cascade of heavy rocks. No such action should result in immediate death, but a werewolf tumbling down the mountainside gripping hold of a Skull Pig, trying to ensure the Skull Pig lands first, is an exciting scene to play out.

If the characters succeed their Stealth-based rolls, they get the drop on the Skull Pigs guarding the mountain, though in all cases, the Skull Pigs attempt to retreat before dying. They're charged with protecting the caern within (which does exist) and lead any pursuers right to the Blight that takes them to it.

## ***The Long and Bloody Clash***

The caern's been a thing of mystery for so long since the Croatan's great sacrifice, no werewolves have been able to access it. Where the Garou failed, the Skull Pigs succeeded. When King Semyonov devoured Croatan remains, he was able to dig a Blight through to the caern. This Blight exists only in the Umbra, though in the Penumbra and on the surface world alike, the area where the Blight is situated has a sounder of at least ten Skull Pigs lurking, hidden around it. In the mundane world, the Blight's location appears as a barren stretch of rocky ground marked with scores from Skull Pig tusks. In the Penumbra, the Blight appears as a festering red wound in the earth—a wound carved into Gaia.

The combat at the Blight entrance is a fierce one. The Skull Pigs won't hold back, won't retreat, and are more tactically sound than most of their brethren (they don't push each other aside to reach a bleeding Garou, for instance, and they issue commands and suggestions to each other with squeals). This is a good opportunity for a long and complex combat on a precarious surface, involving several packs and a large contingent of Skull Pigs. As before, invoke the scenery, the harsh (and unnatural) weather, and crucially, invoke the spirits active in this battle as Banes conflict with spirits friendly with the Garou, and totems even rise to the occasion.

The fight is not supposed to be easy, and to punctuate its deadliness, the Storyteller should occasionally call out how one of their sept brethren has taken a grievous wound or been killed, and have the characters notice another member of their sept in distress on occasion and ask if they're going to save them from toppling over the precipice, from being pincered between two ferocious Skull Pigs, from succumbing to an onslaught from Banes getting into their head, or from taking a suicidal action.

Ensure every player character has the opportunity to make at least one potent, memorable move or take at least one devastating blow from the enemy before drawing the combat to a close. The opposition numbers are left vague because the combat should run for as long as the players enjoy it. The Storyteller should keep in mind, however, that it's better to end a fight dramatically than to drag it out until the Garou (or Skull Pigs) are stomping paste. When they reach this dramatic conclusion and some Skull Pigs remain, but are engaged with other members of the sept, Titania (or another appropriate Garou) commands the player characters to "Jump into the Blight!"

## Sharp Top Blight

When the characters enter the Blight, they immediately notice something strange: None of the Skull Pigs follow. They can't linger on this thought for long, however. They're sucked through this pulsing wound in the earth, exposed to all manner of reaching tendrils and burning oozes, requiring each character to make three rolls on Stamina + Primal-Urge (Difficulty 6) to avoid losing a choice of one aggravated damage, the loss of one Gnosis, or the loss of one Willpower for each roll failed. If they drop to zero in Gnosis or Willpower, they become lost in this Wurm-tainted aspect of the Umbra, sucked into Gaia's corrupted flesh.

They drop through the crack and land unceremoniously on an immense mound of broken bones and dried skins. The opening above them seals shut. This place is still clearly the Umbra, as any werewolves who try to reach through to the real world find the place collapsed with stone. Somewhere in this mountain of wolf, human, and even some visibly metis remains is the former Sharp Top caern. Nothing lives within here but the memories of the dead. The cavern housing these remains is the size of a house, and the walls are painted with symbols and scrawled with words.

This Blight feels like death. Unlike others of its kind, its not riddled with Banes or other scales of the Wurm. It's a tomb with no obvious way in or out.

Once the characters have their bearings, they may choose how to investigate this Blight. They might pursue any of the following paths:

- Haphazardly digging through the bones makes the entire cavern shake, and somehow even more bones fall from the ceiling and walls where they weren't visible before. They collide with the werewolves sharply, dealing two lethal damage for each attempt at digging, unless the werewolf succeeds on a Dexterity + Athletics roll (Difficulty 8) to avoid these bone flechettes.

- Howling for the Croatan or Turtle in this cave is a way of parting the bones in a way that doesn't draw retaliation. The sonic force from the howl makes the bones burst with energy and forms a pathway through the mound. Doing this may not feel intuitive, but an Intelligence + Enigmas or Rituals (Difficulty 7) roll encourages the characters to do this by instinct. Each howl requires a Charisma or Strength + Expression or Performance roll (Difficulty 6, requiring seven total successes). Each time they fail, the werewolf loses one Willpower as the howl is taken from them, consumed amid the bones. Each time they succeed, the bones part further. Once the werewolves have successfully howled seven times, read **The Lost Caern**.

- Studying the oldest pictures on the walls requires no roll. They can identify the oldest pictures as hundreds, maybe thousands of years old. They depict wolves becoming men and vice-versa, and the werewolves alternately riding

on the back of a giant turtle or taking shelter under their totem's shell. If the characters don't make the connection, an Intelligence + Enigmas or Rituals roll (Difficulty 6) tells them this was once a Croatan caern.

- The newer markings on the walls are cruder but clear with it. They've been daubed in offal and excrement and make the werewolves think of the scrawled ravings of someone in a padded cell. They don't need to roll to understand someone has been self-aggrandizing in these markings, laying them over the Croatan pictures to paint themselves as a king or god. They depict a pig who became a man, wore a wolf head for a crown, and was then worshiped by pigs, humans, and wolves alike. Worryingly, this illustrated Skull Pig is depicted with a turtle shell and eyes that glow green in this Umbral environment. On a Wits + Alertness or Investigation roll (Difficulty 6) the pack can identify the depicted Skull Pig as King Semyonov, as he's accurately drawn despite the materials used to illustrate him.

- Some of the scrawled markings on the walls are decipherable with an Intelligence + Enigmas roll (Difficulty 7). While many have been scratched out, it appears the writer is mainly marking the surface to remind himself of certain facts (there's a lot of repetition and correction). Words include, "Miriam Fink-Chandleton Circinus patron," "supervisors hold my crown," "pick the wolves off one by one," "Circinus expands too fast monitor," and a marking that once read, "turn wolves on each other" now reads, "too complicated just kill."

- Any attempt to summon spirits or their totem into this caern are failures, as are attempts to leave this place before the markings on the walls have been examined (the hidden caern remains hidden unless the Garou part the bones with their howls). After examining all the illustrations and writings, a character can cleave through the Umbral walls of this Blight with a Strength + Brawl roll (Difficulty 7, requiring 10 successes), though each failure results in toxic bile burning their skin for two lethal damage.

If the pack succeeds in carving their way free, the Umbral caern closes behind them. Whether they can find it again is up to the Storyteller. If one leaves the rest behind, they still need 10 successes on the previous roll to cut themselves out. Escapees are deposited 500 feet down from their previous location on Sharp Top Mountain and emerge from a blood-red rockface.

## The Lost Caern

If the werewolves took the risk of howling their Willpower away and succeeded, they reveal the ancient stones of a long forgotten caern, now exhumed from its bone carapace. The caern bears a flickering light in the Umbra, as if life in there is struggling to exist. As no spirits are present in the cave, werewolves must interact with the caern directly to benefit from it.





The player characters may choose any number of ways to handle this caern. Continuing to howl at it, speaking to it, or in any way verbally communicating with it makes the embers within flicker with more light and a little heat, but it's insufficient to revive it. A single Garou touching the caern loses one temporary Gnosis just through contact with it. Nevertheless, it draws that same werewolf to touch it again. It wants the contact. What it needs, however, is contact from the entire pack. If the players don't come to this conclusion on their own, they can make an Intelligence + Rituals roll (Difficulty 6) to work it out. Otherwise, each individual Garou who touches the caern loses one temporary Gnosis, and this goes on until they all touch it.

Touching the caern — truly just a small mound of igneous rocks with a glowing ember inside — bombards the Garou with visions.

*They see the Croatan in this cave centuries before, preparing for their war with Eater-of-Souls.*

*They see the last remaining Croatan sealing themselves and their Kinfolk away in this cave, sacrificing themselves to keep the caern safe and out of the Wym's reach.*

*They see each one of those individuals opening their veins or succumbing to thirst or starvation as they die for the caern.*

*They see the caern going for centuries without molestation.*

*They see King Semyonov unearthing a Croatan wolf skull and breaking it between his teeth.*

*They see Semyonov wading into the James River and screeching for Turtle.*

*They see Semyonov opening a Blight in the mountain to reach the caern and forbidding the other Skull Pigs from following. This is his throne.*

*They see Turtle stirring in his slumber.*

And then the vision ends. The walls now shimmer reflectively and the Garou can hear the concern from their totem and the ongoing clash between their kin and the remaining Skull Pigs. They can pass into and out of this caern as they see fit. Each one of them regains one point of Gnosis and Willpower.

## ***The Way Forward***

Characters emerging onto the mountainside can conclude the battle with the Skull Pigs (which should be a montage of swift actions at this point) before making their choice of how to proceed. If they consult with the sept's survivors and inform them of their discovery in the mountain, Titania or Pallazzo (if alive) suggests that the pack takes on Circinus in Piedmont or investigates Old Rag Mountain (unless they've already been to either). The pack totem said there was a confluence of Banes heading toward Circinus Piedmont, and Mountain Stalker's killer could still be at the Old Rag caern. Whatever the pack do, the remainder of the sept do the alternative once they're sure the Skull Pigs have been mopped up.

However they proceed, the Storyteller should read all of the next scene and determine the best place (and time) for the characters to arrive, along with events that have already occurred there.

## Scene Eleven: Circinus Piedmont

Circinus Piedmont offers different challenges depending on the time of day it's approached. During the day, the pack will run afoul of day workers in the fields and plant. At night, it's more likely they'll encounter security. One thing's for certain: They'll encounter the supervisors whenever they arrive, as there's one in every division of Circinus. What's more, the fomori among them are mentally bonded and can summon each other with a simple mental flex, ripping through the Umbra to arrive at each other's sides.

The Storyteller's encouraged to make Circinus Brands appear as a legitimate, thriving tobacco, chems, and cannabis plant (it is), with 90% of its workers lacking supernaturally malevolent intent. The crops and chemicals here aren't in themselves Wyrms-tainted (except where the supervisors plant seed Banes) — tobacco isn't more evil than any other crop by its nature — but in the decades Circinus has operated as part of Pentex, Banes have sprouted in the earth, occupy much of the machinery, and have grown in the hearts of some of its employees (Miriam Fink-Chandleton being key among them, though anyone with a vice has likely been targeted).

Due to the variety of reasons for which the characters could be coming to Circinus (on a hunch, following the Bane trail their totem told them about, following Semyonov through Battleground, any other reason), this scene doesn't follow a linear progression but handles the encounter at the facility through means of geography.

If the characters arrived here via Battleground, they appear in the Penumbra reflection of the Circinus chemical plant, and the Storyteller should read **Chemical Plant**.

Otherwise, the Storyteller should review the possibilities of **Circinus Fields**, **Fink Mansion**, and **The Tour**, and pick whatever matches the players' designs, making modifications and choosing elements from other parts of this scene to make for the most gripping tale.

### Chemical Plant

The Circinus chemical plant is where the crops get treated, where the chems are mixed for their various vape and gum products, and where Wyrms-tainted members of the Circinus organization dispose of the bodies. They discovered long ago that burying bodies among their crops harms the tobacco, and these days consider it more expedient, less costly, and ultimately less likely to be discovered if they just dissolve their enemies in one of the many highly potent acid mixtures they have in vats and barrels.

Due to the chemistry at play in the plant, the air around this place tastes as bad as it smells. People don't enter this place without goggles and respirators on because spending too long exposed to this plant is a good way of suffering permanent

retinal and lung damage. This is where the werewolves appear if they came here straight from the Battleground Near Realm, and where King Semyonov and his few remaining Skull Pigs have dragged Emily Opened-Cell and Desiree Jefferson. As with the events in **Scene Six: Pig Stink**, events that take place in the chemical plant come down to phases.

If the Garou came to Circinus Piedmont before visiting either mountain, they arrive here on **phase one** (unless something slowed them down in another part of Circinus Piedmont).

If the Garou followed Semyonov through the Battleground, they arrive here on **phase two**.

If the Garou handled one of the mountains and came to Circinus Piedmont after, they arrive here on **phase three**.

If the Garou handled both mountains and then came to Circinus Piedmont via the Umbra, they arrive here on **phase four**.

If the Garou handled both mountains and then came to Circinus Piedmont via mundane means, they arrive here on **phase five**.

Any conflict that takes place in the chemical plant should be awash (literally) with toxic liquids and gases. Fights should take to gantries and be on the edge of seething vats of acid. Barrels of corrosive chemicals should be launched, and the risk of flammable products exploding be ever present. Make this a battle in the Wyrms' modern lair, though don't forget to apply penalties to any werewolves fighting inside this place. The air is acrid and destructive, meaning difficulties to concentrate, see, and even exert oneself for an extended period increase the longer a character's in there (consider increasing the Difficulty of actions by one for every two rounds spent fighting). Fomori and Skull Pigs and unaffected, but human supervisors must wear breathing and protective apparatuses.

In terms of antagonist action during any conflict, the supervisors and Skull Pigs fight until destroyed. King Semyonov has no qualms about cutting open one of his own Skull Pigs and fleeing into the Umbra if the battle goes poorly for him. If he's caught in battle, such a fight should span the world above, the Penumbra, and Battleground, shifting constantly between all three in a fluid manner.

If Miriam Fink-Chandleton is present, she attempts to flee. If caught, she physically bursts open into a swarm of Banes. The Storyteller should adjust the numbers of Skull Pigs and supervisors present to make for a tightly contested battle, in whichever phase a battle takes place. In phases largely given to conversation, the player characters can interrupt at any point. Doing so draws an aggressive response.

Each phase is described as follows:

**Phase One:** The characters arrive before Semyonov, which means when he and his sounder of Skull Pigs arrive via the Penumbra with the two Ronin alongside them, the



pack has the drop on them. They can remain hidden (jump to **phase two**) or ambush the Skull Pigs. If jumped, King Semyonov announces "Circinus betrayed us!", mistakenly believing the Garou are in the company's service.

If the characters attempt to engage Semyonov in conversation, he's wary and prepared to bolt back into the Umbra at any moment. He'll divulge that he's a Skull Pig king with the mind and spirit of a Croatan (his words and belief, though it may not be accurate) and that Miriam Fink-Chandleton enlisted him and his sounder to cause dissension among the Garou to distract them from Circinus activities. At the first moment of conflict, he spends the first round cutting one of his Skull Pigs open and entering the Umbra via its blood, leaving the Ronin and remaining sounder of three Skull Pigs to fight. He prefers battles tipped in his favor.

**Phase Two:** King Semyonov and the Skull Pigs are already at the chemical plant, with the Skull Pigs screeching and whining loudly, signaling the Circinus supervisors to attend this emergency meeting. If the characters arrive stealthily, with a Dexterity + Stealth roll (Difficulty 7) to remain hidden, they get to observe the fomori supervisors arrive and question what brings the Skull Pigs to Circinus.

Semyonov offers that they've murdered Garou at Fink-Chandleton's behest, and just today killed a sept elder (Mountain Crawler) at their behest, and they've now bring these werewolves (the Ronin) as sacrifice. Semyonov expresses that he's tired of playing Fink-Chandleton's distraction games and wants the supervisors to install him and his sounder as the bosses at Circinus.

If the Garou go on watching, it's apparent the fomori are disturbed that Fink-Chandleton's been arranging deals behind their backs. They signal their non-fomori counterparts to seize Fink-Chandleton and bring her to the plant.

**Phase Three:** The supervisors explain to Semyonov that he should deal with them now, but contemptuously state that Pentex (it may be the first time the werewolves have heard the word) won't stand for pigs in charge of one of their most profitable subsidiaries, regardless of whether one wears a crown. They do however agree that the Ronin should be forced into the acid vat to clear up that problem, after which point the supervisors and Skull Pigs can discuss a different form of compensation. As the Skull Pigs drive the injured Ronin along a gantry and toward a Circinus vat, it's clear Semyonov bristles at the supervisors' dismissiveness.

This phase is an important one for character placement. Several Skull Pigs are on the gantries hanging above the chemical vats, herding the two Ronin (Jefferson and Opened-Cell) toward a tipping point. If battle commences now, those Skull Pigs will attempt to force the Ronin into an acid bath before fighting the player characters. Semyonov, a couple more Skull Pigs, and the fomori supervisors are at ground level.

**Phase Four:** Two things occur abruptly if the player characters arrive at (or wait until) this phase. Supervisors drag Miriam Fink-Chandleton into the chemical plant at this point but simultaneously, with a terrible scream, the hurt Desiree Jefferson is launched from one of the gantries into a vat of chemicals.

Fink-Chandleton's alarmed to see the sudden murder of a young woman (she doesn't know initially that Jefferson's a werewolf), though a Perception + Empathy roll (Difficulty 6) reveals she's startled rather than appalled; she's clearly witnessed and orchestrated her own share of killings. Before Emily Opened-Cell takes a similar plunge, the various Wyrmservants start arguing. The supervisors admonish Fink-Chandleton for acting with the Skull Pigs without consulting them; King Semyonov proclaims he won't be treated like some ignorant slave by rank fomori; Fink-Chandleton announces that this kind of activity will draw too many eyes to Circinus and get the company closed and people arrested.

It's highly likely the werewolves will get involved at this point. If they attempt to vault over the chemical vat and save Jefferson, it requires a Dexterity + Athletics roll (Difficulty 8), though some werewolf Gifts could boost their chances at succeeding.

**Phase Five:** In the event characters reach this phase without combat breaking out, Desiree Jefferson's already in the chemicals, a raging argument between Wyrmservants takes place at ground level, and the Skull Pigs on the gantry attempt to hoist Emily Opened-Cell into the acid. The supervisors have had enough of this chaos, and as the phase starts, they surround Fink-Chandleton and absorb her body into theirs in a horrific scene of body horror. Even King Semyonov backs away, disgusted.

This is the final opportunity for the player characters to intervene before Opened-Cell is killed and Semyonov and the Skull Pigs depart. Semyonov intends to return to Sharp Top Mountain, which of course may have benefited from Garou interference by this point. The supervisors just file back to their Circinus stations, now completely in control of Circinus (though convincing the board to transfer ownership may be a hassle). The Ronin bubble away in Circinus chemicals, adding to the company's rich Bane production.

## *Circinus Fields*

The grand, sweeping fields of Circinus Piedmont are extravagant each time you experience them. The sweet and rich odors of untoasted tobacco and earthy, woody scents of cannabis are thick in the air. In daytime, planters, growers, and harvesters work these fields. At night, each field is locked off by tall, razor-wired fences and patrolled by armed guards. Those fences are there during the day as well, of course, and so are the guards (to a lesser degree), but under the sun the entire expanse looks free and vibrant.

Roads and trails cut through the fields to the various plants (processing, packaging, chemicals, staff office facilities, etc.), and far in the distance on a human-built hill sits the bleached white mansion the company owner occupies.

There's little to discover in the Circinus Fields in the way of criminal or Wyrms-related activity, at least on the surface. And the surface is the key here, as since Circinus was founded, Oskar Fink's activities have cultivated Banes that grow into and twist the crops in this dry earth. They've been here for so long, that were someone to dig five feet into the ground, some of those Banes would be visible in the mundane world as fleshy, cancerous lumps spewing tendrils that hook into the roots of the plants above. These Banes can be detected with the Sense Wyrms Gift (**Werewolf: The Apocalypse**, p. 156). If such a Bane is disturbed, it releases an awful concoction of hot tar in a jet akin to the Poison Tumors power (**Werewolf: The Apocalypse**, p. 436), and poisonous fumes in a cloud as per the Noxious Miasma power (**Werewolf: The Apocalypse**, p. 435). They both stick to surfaces and bodies. Avoiding the jet requires a Dexterity + Athletics roll (Difficulty 6) while the poisonous fumes require Stamina + Primal-Urge (Difficulty 8) to withstand them.

The Banes in Circinus Fields are incredibly visible were one to approach them in the Penumbra, as each acts as its own mini-Blight. These Blights don't lead anywhere but to a sizzling cocoon of tar and toxins however, so if a werewolf is foolish enough to dive in, they are stuck as if by the Tar Skin power (**Werewolf: The Apocalypse**, p. 437) in a grapple (Difficulty 8 to escape) and incur two lethal damage for each round stuck in one. Unlike some Banes, these spirits don't move. They're planted in the ground and poison everything within it, occasionally spreading their seeds to grow more Banes just like them.

Approaching any of the Circinus facilities via the fields requires a Dexterity + Stealth roll (Difficulty 7 at day, 6 at night). If caught during the day, a field worker's likely to ask the lost werewolf what they're doing there (if they're in Homid form) or call for security (if they're in any other non-Delirium inspiring form). Convincing Circinus workers that they got separated from the tour, that they're interested investors, or new to the company requires a Manipulation-based roll (Difficulty 5). The Banes in the earth reduce these workers' capacity to care. At night, security forces issue a warning before shooting rubber bullets at anyone who doesn't surrender themselves and then depart. Rubber bullets from their rifles inflict five bashing damage. If a werewolf puts up a fight, security calls for the supervisors, who appear en masse to handle the situation (see The Supervisors, p. XX).

If the pack decides the best thing that can be done with Circinus is to burn their crops down, they won't have been the first Garou to try (and fail). The fields are equipped with sprinkler systems in the case of sudden wildfires, arson, or accidents (a lot of Circinus workers are smokers, though the

company encourages them to chew gum while they work). Additionally, injuring the earthbound Banes in this way results in their vomiting out their corrupting presence in the form of a Scrag (**Werewolf: The Apocalypse**, p. 446) with the added bonus of the Hazardous Heave, Noxious Breath, Poison Tumors, and Tar Skin powers (**Werewolf: The Apocalypse**, p. 434, p. 435, p. 436, and p. 437, respectively). Given the number of Banes in the ground, this could result in a lot of Scraggs possessing field workers and engaging the werewolves. On the positive side, a dead Scrag means the Bane in the ground is also dead. If a Scrag survives (even if it's possessing a host) and the werewolves leave, it climbs back into the earth and cocoons itself again to go on its poisonous way.

By passing through the Circinus fields successfully, the Garou can reach **Fink Mansion** or the **Chemical Plant**.

## **Fink Mansion**

Fink Mansion is a grand house built in the colonial style, overlooking the Circinus fields from a small hill. A household of servants run the building silently (Miriam Fink-Chandleton finds chatter, and especially whispering, to be disconcerting), and Fink-Chandleton's family laze about the place while she works feverishly in her office on the top floor. She only leaves her office during the evening for her one meal of the day: mandatory dinner with the family.

The Fink-Chandleton family consists of three generations. Miriam's her deceased father's eldest and sole surviving child. She's married to a retired investment banker and former partner at Consolidex Worldwide (another Pentex subsidiary) named Robert Chandleton, though he spends his time on tropical islands and big boats with women far younger than his wife. Their three children all still live at the family home despite their age range (between their 30s and 40s) and play various ancillary roles at Circinus, though none of them have a lick of business sense. In turn, Miriam's grandchildren also live in the mansion with little comprehension of their family's part in the world's moral and health erosion.

If the werewolves show up at the front door, the household servants won't permit their entry without a truly convincing argument or bribe (Difficulty 8). During the day, the pack must contend with the multiple people running about the mansion, while at night, security patrols the exterior as they do the fields. Accessing Miriam is tough (she's locked in her office during the daytime, and the house is locked up at night) but reaching her can result in some answers.

Fink-Chandleton is terrified of werewolves. She's never actually seen one, but her father told her stories about the Garou. The Banes riddling her body render her immune to the Delirium, but this doesn't stop her screaming out if she sees one in any form other than Homid. She's quick to state that any activity against the werewolves in recent months has been the work of the company supervisors; she just wanted to produce tobacco, cannabis, and draw a healthy profit.



## BREATHE IN AND BREATHE OUT

Do you want energy? Breathe in and breathe out.

Do you want to relax? Breathe in and breathe out.

Do you want to make your work more rewarding? Your game more exciting? Your TV show even more gripping? Your drink last longer? Your sex the most fulfilling you've ever had?

Breathe in and breathe out.

You don't need smoke in the room to make you feel this way. You need vapor.

But which one to breathe in and breathe out?

The only answer can be Circinus vape.

She neglects to mention sending the Skull Pigs to distract Garou attention from the supervisors' prolific use of Banes.

If confronted with talk of her products inducing visions, she again squarely blames the supervisors, saying she doesn't even think they're human. She says she knows they've been adding seeds and chemicals to her products, and the thought makes her sick. She's "happy" to point the werewolves in their direction so Circinus can be returned to her control. In truth, Fink-Chandleton knows nothing of visions or the Umbra but is dismayed the supervisors have done exactly what her father predicted and overplayed their hand. To her mind, contamination on a supernatural scale is too far, and exactly why Garou are now knocking her door down.

Of course, Fink-Chandleton gives off immense Wyrn taint, and as soon as the werewolves agree to her suggestion she reaches out to Semyonov if he's available and her security personnel if not. She orders the werewolves terminated with extreme prejudice and their bodies dumped in the chemical plant.

Miriam Fink-Chandleton is no combatant, but she is a force for evil and corruption. If the player characters spend too long in her presence, the supervisors come for her (see **phase three** and **phase four** of **Chemical Plant**), and a battle may end up raging in the mansion.

## The Tour

Characters may take the subtle method of joining a tourist or investor tour of the Circinus facilities and fields, in which case they're shown how Circinus Piedmont works at a surface level, told the history of the company, and given handy flyers and free samples.

The tour is mundane, until one of the supervisors spots a Garou, or vice-versa. The supervisors reek of Wyrn taint, with half of them being fomori and the other half being pretty close to it. They know werewolves when they smell them, and while they don't pounce in front of the rest of the staff, they quickly organize among themselves to track and attack the intruders when they find an opportunity. They prefer to attack — still clad in their suits, overalls, and laboratory gear, depending on the supervisors — when they have a numerical advantage and when witnesses are absent. To kill the werewolves, they're not opposed to running them over with tractors, causing massive chemical spills, or setting fire to their own fields to flush the werewolves out. The greatest capacity for carnage is through battle with the supervisors.

Circinus supervisors can barely contain their true natures. Beneath their skins, they're roiling masses of parasites and vile spirits. If Garou provoke them, they literally shed their outer layer and lunge, utilizing whatever equipment, bodies, and poisons may be on hand. A fight in front of regular Circinus staff is likely in such a case, with the consequences for such a rending of the Veil extreme.

## Epilogue: Emerge From Your Shell

By the time this chronicle ends, the Sept of Memories has undoubtedly endured some grievous blows, and with any luck, the player characters dealt similar wounds to the Wyrn. Perhaps they helped reignite the Sharp Top Mountain caern, maybe they dismantled some of Circinus's operations, and hopefully they slaughtered some murderous Skull Pigs.

The central mystery residing in the background involved the Shame of Ronin and Awoken Turtle. It's possible every one of the Shame of Ronin has been destroyed by this point, but the player characters experienced *something* relating to Turtle or their messenger just days before.

The epilogue handles the various outcomes available in this story. The Storyteller should carefully consider each possibility and deliver the most satisfying conclusion for their group, as well as a setup for their next chapter of the tale.

**Moon Phase: Gibbous**

## Unanswered Questions

The player characters no doubt reconvene with the remains of their sept to discuss the events of the previous days. While this chronicle can't account for every decision made and action taken, the central questions in need of addressing are the following:

- Did the Ronin redeem themselves in the sept's eyes?
- Is the Skull Pig threat vanquished?
- Are humans still at risk of piercing the Veil?

- What cause did this “Awoken Turtle” serve during this event?

As central players in the previous days’ events, the protagonists can steer the sept’s decisions. The only thing that might work against them is large, earlier misdeeds, such as if they left Pallazzo to die.

## *The State of the Ronin*

Any Ronin still alive by this point are glad to rejoin their packs or form a new one of their own if given the possibility. If he survived, even hard Pallazzo is inclined to forgive them after they took the fight to the Skull Pigs on their own.

If she survived, Emily Opened-Cell still hears the voice of Turtle in her head and is convinced a new pack with her as a member will benefit from Awoken Turtle as their totem. She defers to the player character pack and remaining sept elders as to whether such a union is allowed, given Turtle’s lengthy absence and unknown agenda (which Opened-Cell believes is nothing but benevolent).

## *Semyonov’s Court*

King Semyonov may well have escaped the final clash after realizing Circinus doesn’t value him or his Skull Pigs, though if the player characters worked to purify Sharp Top Mountain, he only lingers there briefly before heading away from the region to lick his wounds, rebuild his pride, and draw more Skull Pigs to him. He knows that devouring werewolf remains grants him great power and still feels as if Turtle blessed him, so he has a clear objective for his next meals.

If King Semyonov was destroyed, the Skull Pigs in Virginia are left leaderless and return to their scavenging, despoiling ways. They’re a far easier threat to handle without a strong master, though there’s always the risk another one will eat some of the wolf bones left on Sharp Top or Old Rag Mountain and restart the cycle.

## *Wacky Backy*

The supervisors continue rolling out their Bane-contaminated stock if Circinus’s operation was left intact. Increasing reports emerge, nationwide, that cannabis smokers are experiencing psychotic breaks in public places and turning violent. Though Circinus is initially under fire for this, their lawyers and experts (including Magadon scientists) claim this is just a result of cannabis’s proliferation rather than the brand’s fault. They invite anyone to prove otherwise, which is tricky, as the main poisonous influence in Circinus products is untraceable (except by those who can sense the Wyrms).

If Circinus Piedmont was disrupted sufficiently, it cuts down but doesn’t eliminate the issue, as Circinus has many more farms. The player character pack shouldn’t be expected to handle the entire company, however, with sept elders and even their totem recommending they reach out

to packs across the country to perform the same successful actions and break Circinus down piece by piece.

Most **Werewolf** books tell you that it’s impossible to do lasting damage to Pentex, but this isn’t the case for its subsidiaries. Circinus Piedmont is the company headquarters, so if the characters want to reduce the company to ruin, this is a good place to start. However, just killing a few staff members, destroying some fomori, or setting fire to crops is unlikely to result in Circinus’s closure. Characters who want to dismantle Circinus at a legal level need to do the following:

- Present evidence to the FDA of chemical contamination in Circinus products, which could be planted at Circinus Piedmont. The FDA will be drawn to investigate. They won’t pick up on Banes, but if the werewolves spoiled Circinus’s chemical apparatus, the company would have to temporarily halt production.

- Present evidence to the police that Miriam Fink-Chandleton’s culpable in any way for someone’s death (the more deaths the better).

- Expose to the press that illegal activities (fraud, threats, murder, concealment of evidence) has taken place on Circinus facilities and was something of which multiple people in the upper echelons of the company were aware.

However, Circinus has excellent lawyers, and the supervisors weren’t the only individuals Pentex could ship in or elevate to take over operations if the current regime falls. Therefore, the player characters would also need to pursue the following actions on the Garou side:

- Purification of the land, resulting in the elimination of the Banes under the Circinus fields and installation of more positive spirits.

- Destruction of every supervisor at Circinus Brands.

These are all big asks, and in many cases, burning crops and randomly killing personnel is a good way to engender sympathy for the company that could “bounce back” from such a terroristic attack. Characters need to be smart when handling Pentex.

## *The Turtle Mystery*

The mystery remains: what is Awoken Turtle? This part is down to the Storyteller, though they can feel free to collaborate with players on the most satisfying conclusion.

The spirit may indeed be Turtle, roused from his slumber due to several things: King Semyonov devouring Croatan remains, the Ronin being cast out, and the sept’s great battle at Cracked Spine. Whether this means Turtle is a force working for Gaia is another question entirely. The werewolves picked up aspects of the Wyrms in their encounter with Turtle and his messenger. They also encountered Semyonov, who claimed to be Turtle’s champion. Whether Turtle was compelling werewolves to sacrifice themselves to



fuel or kill the Skull Pigs is another conundrum. Werewolves would be wise to approach Awoken Turtle with caution until they know the great spirit's motives.

The spirit could of course, not be Turtle. If the Wyrms at play, it may be a powerful Urge Wyrms of paranoia or anarchy sent to sabotage an already weakened sept. All the signs were there, and one could argue the sept lost more than they gained in this conflict.

Importantly, if Turtle disappears again, does that mean he's asleep once more, or the entity posing as Turtle is done meddling with the Garou? Conversely, if he remains, would the player character pack want to adopt Awoken Turtle as a totem? If so, the following traits apply:

## *Awoken Turtle*

### **Background Cost:** 7

Prepared to defend his followers and Gaia with everything it has, the Awoken Turtle is fast, armored, and will snap at and steamroll anything threatening it. Turtle presents with pragmatism and hardness when advising his followers but is prone to periods of great melancholy.

**Individual Traits:** Awoken Turtle's children each gain a dot of Stamina (even if this takes them over 5) and they all learn the Gift: Turtle Body (see *Werewolf: The Apocalypse*, p. 395). Followers start each new story gaining one point of temporary Honor Renown and one point of temporary Wisdom Renown.

**Pack Traits:** Awoken Turtle's packs may draw upon an extra five points of Willpower per story, shared among them. Any Croatan or Croatan Kinfolk look favorably upon Awoken Turtle's followers.

**Ban:** Awoken Turtle withdraws his favor from any follower who loses permanent Honor or who refuses to stand and struggle to defend the pack's territory.

## *Moving On*

The player characters' pack now needs to decide how to move on from here. It's possible the Sept of Memories requires rebuilding, that enemies require mopping up, and that caerns such as Sharp Top or Tar Bay could now be renewed. The threats present in this chronicle aren't the only threats in the Richmond area, either. If Circinus was put out of commission, the werewolves can best believe eyes from Endron, Magadon, and Young and Smith will turn on them. If the Skull Pigs were scattered, there's room for Black Spiral Dancers to return to the state or for Heart Eaters or Thunderwyrms to occupy the position of central antagonist in the region.

For Garou, the battle may be done, but the war never ends.

## *CIRCINUS IS GOOD FOR YOU*

It's time to tackle the wolf in the room.

Health concerns.

The polls are in. The answers have been collated. The report for you, our customers, is a good one:

We guarantee that 100% of our smokers and vapers, when polled, expressed that the satisfaction that comes from our products far outweighs their fear of any associated risks.

Our polled customer base confirmed, "We appreciate food and drink more when followed by a Circinus vape," "Time passes more quickly with Circinus tobacco," "Sex is EXPLOSIVE when followed with a Circinus cigarette," and, "My imagination fires on all cylinders with Hybrid Yellow."

When asked for their preferred brand, every single one of our polled customers came back with one response:

"The only answer can be Circinus."

## *Appendix: The Wyrms' Army*

This appendix contains traits for Skull Pigs, King Semyonov, and the Circinus supervisors. For other werewolves in the sept, assume they have 6 dice in abilities they're skilled at and 4 in other dice pools. Ahroun have 8 dice in combat pools, others have 7. Sept elders should receive a boost in all traits. Characters like Snowball and Miriam Fink-Chandleton are easily vanquished and go without traits, while the assorted Banes in this tale can be pulled from the pages of *Werewolf: The Apocalypse*.

## *The Supervisors*

**Attributes:** Strength 4, Dexterity 3, Stamina 3; Charisma 2, Manipulation 2, Appearance 1; Perception 4, Intelligence 3, Wits 4

**Abilities:** Alertness 3, Athletics 2, Brawl 3, Expression 3, Intimidation 4, Primal-Urge 3, Subterfuge 3; Firearms 2, Leadership 3, Melee 2, Stealth 2, Survival 3; Academics 2, Enigmas 2, Expert Knowledge (Bureaucracy) 4, Occult 2

**Powers:** Deception, Eyes of the Wyrms, Immunity to the Delirium, Malleate, Molecular Weakening

**Willpower:** 7

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

The supervisors prefer to attack by grabbing their targets and using Malleate or Molecular Weakening, if they can't terrify them with Eyes of the Wyrms. Some supervisors are humans with Banes nesting inside them and not fully fomori. In such cases, when attacked these supervisors split into pieces as their Banes escape and either flee or attack.

## Skull Pigs

**Attributes:** Strength 7, Dexterity 4, Stamina 8; Charisma 0, Manipulation 0 (1-4), Appearance 0; Perception 2, Intelligence 1 (2-5), Wits 3

**Abilities:** Alertness 2, Athletics 5, Brawl 5, Intimidation 4, Primal-Urge 3; Stealth 2, Survival 4

**Powers:** Consumed Persona, Regeneration (as Garou), Toxic Flesh, Umbral Gore Shift

**Rage** 5, **Willpower** 3

**Health Levels:** OK, OK, -1, -1, -1, -2, -2, -2, -5, Incapacitated

**Attacks:** Body Slam, Tusks (Strength +3)

**Consumed Persona:** Each meal of Wyrms-tainted bones increases the Skull Pig's Intelligence by 1, to a maximum of 5, or Manipulation, to a maximum of 4. These increases last for one year. An intelligent Skull Pig learns at least one Black Spiral Dancer Gift per dot in Intelligence. Manipulative Skull pigs use their talent to mimic voices and lure their victims into traps.

**Toxic Flesh:** Any creature biting a Skull Pig suffers a point of lethal damage per turn for the next six turns.

**Umbral Gore Shift:** Typically, Skull Pigs are unable to enter the Umbra as they lack Gnosis. Umbral Gore Shift changes this, requiring a pool or mass of blood and guts to act as the reflective surface Garou use. Umbral Gore Shift is a power King Semyonov received from Awoken Turtle (or the Wyrms) that allows any Skull Pigs near him to enter the Umbra if Semyonov makes a successful Gnosis roll (Difficulty 6). Alternatively, if Skull Pigs make a successful Intelligence + Primal-Urge roll (Difficulty 7, though it becomes easier if there's a mass of gore and harder if the blood is spread thinly or barely present), they can pass into the Umbra without Semyonov's presence. Whether the Skull Pigs lose this power if King Semyonov dies is a decision the Storyteller must make.

For more details on Skull Pigs, see *Book of the Wyrms*, p. 154.

## King Semyonov

**Squeal:** The king the Skull Pigs deserve

**Quote:** "Now is the era of the pig! Blessed by Turtle, we shall rise to greatness!"

**Breed:** Scrofa

## The Wyrms' Creativity

Semyonov believes he was born capable of changing form like the Grondr of old, but only after devouring Croatan remains was he capable of mastering the skill. Whatever his genesis, the self-proclaimed king of Skull Pigs leads his less intelligent sounder, numbering close to thirty, on a campaign of ambushes and assassinations against Virginia's werewolves. While Miriam Fink-Chandleton set him to this task in exchange for Wyrms-tainted chemicals and products (which he feeds his sounder, to improve their intellect and manipulative ability), it's likely he'd have pursued such a campaign of terrorism against the Garou even if she hadn't.

At the time the chronicle takes place, King Semyonov rankles at Fink-Chandleton's orders. With his boosted intelligence, sense of importance, and success against the Garou, he intends to sell Fink-Chandleton out to the supervisors at Circinus in exchange for the company as payment.

### Plots and Ambitions:

- **Spread misrule among the Garou:** Miriam Fink-Chandleton employs King Semyonov to waylay, assault, or murder Garou so the Sept of Memories falls to anarchy. While she told him the plan is to turn werewolves on each other, Semyonov quickly tires of her cunning plans involving the planting of evidence (such as Emily Opened-Cell's necklace) and prefers to just kill isolated Garou.

- **Embrace my role as Turtle's chosen:** King Semyonov genuinely believes his consuming Croatan remains led to Turtle blessing him. This in turn directed him to the Sharp Top Mountain Croatan caern and to new greatness. He intends to consume more werewolves and develop his array of Gifts, all the while drawing more Skull Pigs (and other Wyrms servants) to his banner.

- **Be seen as more than just a pig:** Semyonov believes he is fit for more than just assaults and murders. He identifies Miriam Fink-Chandleton as weak and the supervisors as strong (if alien). His goal is to take over Circinus Brands, cutting out Fink-Chandleton and sending the supervisors back to wherever they came from.

### Territory:

- **Sharp Top Mountain** One of the harder mountain climbs in Virginia and, importantly, the former home to a Croatan caern. Sharp Top acts as a pigsty for Semyonov's sounder while he makes his personal den inside it.

### Kinfolk, Packmates, and Enemies:

- **Miriam Fink-Chandleton (Employer):** The Bane-infested Circinus CEO has been useful due to her great supply of Wyrms-tainted chemicals, but what she represents more than that is an opportunity to enter a morally repugnant human industry.

- **Emily Opened-Cell (Victim):** Semyonov has no personal feelings toward Opened-Cell, but he dutifully (on



Fink-Chandleton's order) assaulted her and stole her necklace during the Garou raid on Cracked Spine hive. Semyonov has been told to plant the necklace on the body of another dead Garou, but he finds this plot a shade too intricate.

**Whispers:**

- **King Who?:** For werewolves who've heard of King Semyonov, a prominent question is "where did he get his name?". What nobody but Semyonov knows is that when he's in Homid form, he visits libraries and reads up on history and war, and named himself after a Cossack general of the 20th century.

- **Return of the Grondr:** As despicable as he is, King Semyonov represents a possibility both horrifying and hopeful. Garou who know of him wonder if it's possible to redeem Semyonov and use his ability to shapeshift to restart the fallen Grondr line.

- **Foiled:** If it's not truly Awoken Turtle giving Semyonov his Gifts, who's the true puppet master working from the Umbra?

**Image:**

- **Homid:** a tall, bald, mustached man of dark skin, broad shoulders, and a round belly. He tends to wear expensive clothing (as befits a king), though it's always dirty, bloodstained, and torn in places. The skin on his face looks unnaturally thin, stretched tightly over a skull bearing many small bumps and lesions. For this reason, he prefers wearing a fur hat like his namesake, Grigory Semyonov.

- **Scrofa:** a wild boar of immense size, coated in stiff black fur except for where scars have left his skin bare. His tusks are always bloodstained. As with other Skull Pigs, his head looks to be only bone at first glance but is in fact coated in a thin layer of leathery skin.

Semyonov's traits are presented as Homid form by default, though he's a Scrofa Skull Pig. The figures in brackets are for his Aperius, Crinos, Daeodon, and Scrofa forms.

**Attributes:** Strength 5 (7/8/8/7), Dexterity 4 (4/5/5/4), Stamina 5 (7/9/8/8); Charisma 4, Manipulation 4 (2/1/1/1), Appearance 1 (0/0/0/1); Perception 2 (2/2/2/3), Intelligence 5, Wits 4

**Abilities:** Alertness 2, Athletics 5, Brawl (Tusks) 5, Empathy 1, Intimidation (Unnatural) 4, Leadership (Regal) 4, Primal-Urge 3, Streetwise 1, Subterfuge 1; Animal-Ken 2, Crafts (Tunnelling) 3, Etiquette 1, Larceny 1, Melee 2, Stealth 1, Survival (Mountains) 4; Academics 1, Enigmas 3, Expert Knowledge (Cosmology) 3, Investigation 1, Occult 2, Rituals 2

**Backgrounds:** Allies (Sharp Top Sounder) 4, Contacts (Circinus) 2, Totem (Awoken Turtle) 7

**Gifts:** (1) Brother's Scent, Resist Pain, Root, Spirit Speech; (2) Furrow, Thunderous Charge, Tusks of Judgement (as the Gift: Fangs of Judgment); (3) Desperate Strength, Odious Aroma; (4) Stoking Fury's Furnace

**Rank:** 4

**Rage:** 7

**Gnosis:** 8

**Willpower:** 6

**Health Levels:** OK, OK, -1, -1, -1, -2, -2, -2, -5, Incapacitated

**Shapeshift:** King Semyonov can shift between Homid, Aperius, Crinos, Daeodon, and Scrofa form, as Grondr once could.

**Root:** Roll Perception + Primal-Urge (Difficulty 7) to detect sources of corruption up to 100 × Rank) yards down.

**Furrow:** Roll Strength + Primal-Urge (Difficulty 6 for soft earth, 8 for hard rock). The furrow created may be up to one foot deep, one foot wide, and ten feet long, per success.

**Thunderous Charge:** When using a Body Tackle maneuver, spend a Rage point, adding three dice to both the attack roll and the roll to remain on Semyonov's trotters. The damage from the body tackle is considered lethal.

**Skull Pigs Powers:** See Skull Pig traits in the previous section.

For more details on the Grondr and their powers, see **Changing Breeds**, p. 242.







# Keeping it in the Family

*"Family isn't all it's made out to be, you know?"*

—Enzo Giovanni, former Pentex Director

The Sept of Long Shadows, nestled around a small caern in the Californian desert, is on the brink of collapse after the disgraceful missteps of its former Philodox, Chase-the-Sun. A leadership contest among its members could destroy what's left of the sept's identity, and a stronger, neighboring sept stands poised to swallow up the Long Shadows for the good of the Garou Nation. Meanwhile, the Black Spiral Dancers of the Seeping Rock cackle from the shadows, ready to sweep in and wipe out the dregs of their once proud enemies.

**Keeping it in the Family** explores how the relationships within a sept—between werewolves, between Garou and Kinfolk, and with neighbors—can save it or doom it, and offers the players' characters the opportunity to take a proactive role in shaping those relationships, choosing between the comforts of tradition and the needs of the future to create a strong, stable family that can face the Apocalypse head on.

---

## Background

Chase-the-Sun, a Child of Gaia and one of the Sept of Long Shadows' elders, was an eternal optimist. When his pack captured a Black Spiral Dancer who called himself Wretch, Chase-the-Sun spent over a year attempting to "cure" him of the Wyrms' corruption. Not only was it dangerous and impossible, Chase-the-Sun kept his activities secret from his pack and sept—from everyone except his niece, Sam Wakes-to-Starlight. When Wretch's pack returned to claim him, they killed Chase-the-Sun and defiled his body. Afterwards, the Sept of Long Shadows split in two, half of them following Sam Wakes-to-Starlight down a path of glorious revenge against the Hive, and the others deeming Chase-the-Sun a traitor who endangered them all.

Sam's crusade sucked in more and more of the sept, and the Hive's night strikes left the Long Shadows' Kinfolk and cubs fearful and few. It became a vortex of revenge that threatened to drag down the entire sept. Until Sam died. Or at least, until she was lost in a final, decisive action against the Black Spirals only a month before the start of this story.

The war decimated the sept, but with victory seemingly in their hands, the remaining Garou are still tearing themselves apart. Alecto claims the right to lead based on her glorious deeds in the war; Anton Blunt-Claw stakes his claim on never becoming involved in the first place. Both Garou are young; all the elders were lost, either in the fighting or the defense of their homes. If Long Shadows doesn't find a leader, and a clear direction, soon its totem, Horned Lizard, will turn her back on them. Worse, the Sept of Rainbow Lake will step in. The Garou of the region can't afford to risk losing a caern, even a small one.

---

## The Characters

This chronicle's appropriate for any characters with an interest in the Sept of Long Shadows. They might be fully-fledged members of the sept, in which case players should decide which side of the recent conflict they chose. They might be cubs, fresh from their First Change and stumbling into the world of obligations, expectations, and conflict that is the Garou's birthright. Or they might be outsiders from the Sept of Rainbow Lake, there ostensibly to observe as the Sept of Long Shadows fixes itself—and either sincerely wanting to see their neighbors thrive or preparing to seize power themselves.

This storyline even works if characters are in the area temporarily, pursuing their own goals: Long Shadows' prob-



lems are too immediate to ignore. It doesn't matter what the characters decide is the right direction for the sept, as long as they're proactive enough to guide it forwards.

It doesn't work if the characters outrank everyone in the sept, so Rank 0-2 characters are strongly recommended.

## United We Stand

The single most important question is how strong the pack's bonds are. A strong, unified pack will experience this chronicle very differently to a fractious one without clear direction. A divided pack is likely to reenact the chronicle's questions on a small scale: What kind of leadership do the Garou need, how valid are the traditions of selecting a leader, and at what point does personal ambition become less important than a united front?

That kind of struggle can be narratively rewarding, but only if all the players (including the Storyteller) enjoy it. If you don't want to get embroiled in intra-pack politics, ask each player to come up with a debt of gratitude their character owes to another pack member. It's a quick way to generate a healthy respect for one another and promote teamwork. You still might have a small civil war on your hands, but the chances are lower this way.

---

## Cast

A run-down of the influential characters in **Keeping it in the Family**. Spaces are left in the sept for the Storyteller and players to insert their own characters, their Allies and Contacts, or characters introduced in other scenarios such as **Those Things'll Kill You** if you're crossing content over or running a long chronicle.

**Alecto (Black Fury Homid Ahroun):** Young Alecto distinguished herself in the war against the Black Spiral Dancers and has the scars to prove it. She is the sept's Wyrms' Foes. Forceful and charismatic, the other survivors are proud to stand behind her. She's got no time for those who refused to fight; the caern belongs to its defenders, as she's fond of saying.

**Anton Blunt-Claw (Child of Gaia Homid Theurge):** Anton refused to fight, claiming the sept's totem, Horned Lizard, was against it. This is true – but it's also true that he hated Chase-the-Sun and never considered him worthy of respect or trust. He doesn't want to split the sept any further, but he also can't stand Alecto's bluster and bullying. Anton is the sept's Master of the Rite, but doesn't feel worthy of the title.

**Leaps-the-Stars (Uktena Homid Ragabash):** Emissary of the Rainbow Lake sept, Leaps-the-Stars is a guest at the Sept of Long Shadows, supposedly there to support the leaderless sept during its difficult time. In truth, they're already gently swaying people, including Linnea Dawes, to

agree that the best direction is to merge with Rainbow Lake. Leaps-the-Stars is slight for a Garou, with intense, dark eyes and a long face.

**Mild-as-May (Bone Gnawer Homid Theurge):** Mild-as-May's responsible for communing with Horned Lizard and conveying her perspective to the sept. She's the only one who suspects Horned Lizard is unhappy, though the Totem keeps her own counsel and has told her nothing. She fears speaking out in case she's seen as using Horned Lizard's name to advance her own agenda. Mild-as-May's a long-toothed woman with frizzy brown hair (and a curly coat in Lupus form) and a crooked grin.

**Red Eye Ruth (Black Fury Homid Galliard):** The sept's storyteller. Her left eye's badly scarred from Black Spiral claws, but she survived the war. She's prickly in temperament, quick to anger if she feels underestimated, but she's also tired of the sept's bickering and starting to detach herself from its affairs, retreating into moody silences.

**Toad (Child of Gaia Metis Philodox):** A squat metis with dry, scaly skin and bulging eyes. Nobody listened to Toad when the sept was strong, and nothing's changed since. Nobody remembers that he fought hard in the war, and nobody cares that he lost both parents. He's so far outside the Garou's notice that he sees the power struggle as ridiculous.

**Linnea Dawes:** Linnea is human Children of Gaia Kinfolk, a mother and grandmother, and seriously pissed off at the sept's direction. The Kinfolk never got a choice in whether the sept went to war, but Linnea spoke loudly against the idea. She's 63 years old and tired of her voice not counting, especially now that two overgrown cubs are fighting for leadership. Linnea's close to walking away from the sept, and she'd take most of the Kinfolk with her. Linnea's a plump woman with thick grey dreadlocks and callused hands.

## Horned Lizard

### Background Cost: 5

Horned Lizard is the totem spirit of the Sept of Long Shadows. She's patient and forgiving and has always been willing to let her children resolve their own conflicts, trusting them to find the right path themselves and offers guidance only when asked. However, when the Garou are neither patient nor forgiving of each other, Horned Lizard is forced to conclude they no longer respect her. If she must leave them, and let them find another, more appropriate guide, it will make her heart heavy, but she'll do it.

**Individual Traits:** Horned Lizard's can squirt Rage from their eyes as blood, in a bizarre display. When it hits a target (requiring a Dexterity + Firearms roll, with a range of 5 yards) the target must make a Rage or Willpower roll or fall into a berserk frenzy (or a furious equivalent for non-werewolves), requiring the same expenditure of Willpower to end it before the scene concludes.



**Pack Traits:** Horned Lizard's packs gain three dice to Stealth and Survival rolls in forest and desert environments or when dressed for camouflage.

**Ban:** Horned Lizard abandons any pack that falls to in-fighting (drawing blood) without following the correct rituals and customs.

## *The Black Spiral Dancers*

**Eats-the-Fallen/ Sam Wakes-to-Starlight (Black Spiral Dancer Homid Philodox):** Sam's not dead. The Spirals had far worse in mind for her. She walked the Spiral, against her will, and came back as warped and depraved as every other Spiral.

**Wretch (Black Spiral Dancer Metis Ragabash):** Wretch watches from the shadows, fascinated by the chaos he created through his own suffering. If he can get the whole sept to collapse, maybe opening themselves up to hatred and Wyrmtaint, he'll succeed beyond his wildest dreams.

## *The Sept of Long Shadows*

The sept is both battleground and prize in this chronicle, and it's as much a character as any Garou. In eastern California, close to the Nevada border, it's named for the dark shadows that stretch between ridges and pillars of orange-red rock. By day, the heat is continuous and ruthless, and by night the cold is implacable.

The caern was untended for decades until a pack of Children of Gaia took it, holding off a mining operation with the peaceful protest of hundreds of Kinfolk and sympathetic environmentalists, and the more forceful action of the Garou supported by a largely Black Fury pack. The caern became the center of a commune, and over sixty years, the humans who lived there interbred with the Garou, raised their children and cubs, and the camp became a community.

It's still a shanty town made of decrepit VW campers, richly decorated breeze block cubes, and a hundred ever-growing art projects interspersed with cacti and sturdy desert trees. It's off-grid, supplied by a single well, and over a day's hike from a human settlement. On the edge of the territory, atop a gnarled lump of red rock, are the burned out remains of Chase-the-Sun's cabin, where he experimented for a year on a Black Spiral Dancer prisoner. Since that episode, privacy and trust have been in short supply at the Long Shadows.

The population's dwindled from its peak. There are two dozen Kinfolk and off-grid dropouts, down from over a hundred a fraction of a generation ago. Until the devastating war against the Seeping Rock Hive, there were twenty-eight Garou. Now there are eleven (excluding any players' characters who are members). Where once the sept's structure

was traditional, with a Sept Leader, Council of elders, and Warder, now there are fewer than a dozen Garou wondering whether there's any value in those roles for such a small sept and two strong characters determined there should at least be a leader.

## *Chapter One: It's All Moot*

The characters attend a moot intended to build bridges and rebuild fragile relationships, which only serves to sour them further.

**Moon Phase:** Gibbous

## *Scene One: Our Tale*

Give the players a few minutes to establish their characters, settle in, and make small talk with some of the Sept of Long Shadows' members.

As the gibbous moon rises and the moot begins, Linnea and a few of the other Kinfolk finish building a bonfire. Bottles of wine are opened just as the sun goes down, and the sept's remaining storyteller, Red Eye Ruth, calls everyone to sit and listen to her opening tale: Wakes-to-Starlight's crusade, and a litany of those who lost their lives to it.

It's quickly apparent that, although Ruth is a talented storyteller, her heart's not in the performance; no surprise, when half the sept isn't listening to her. They talk among themselves or gaze out into the desert as though waiting for some new disaster to lumber out of the darkness. Alecto makes a show of listening, but her attention's on the other Garou, reading their behavior; Anton Blunt-Claw actually does listen, becoming engrossed to the point of ignoring the others' disrespect. Leaps-the-Stars listens attentively, but from a position just outside the firelight, where they can see everyone else's reactions.

Characters who either join in or chastise the audience gain Ruth's gratitude and a modicum of respect. Being too assertive irritates Alecto and Anton, but neither can openly oppose the characters' behavior.

The characters are welcome to sing, dance, play music, or tell tales of their own. It's an excellent way to gain attention and prominence, though it doesn't afford formal status.

## *Watchful Eyes*

There's an interlude after the tale's done. Nobody is sociable. Cliques stay clustered in their groups, the Garou splitting into Alecto and Anton's packs except for Mild-as-May and Toad. The Kinfolk keep to themselves, Linnea glaring daggers at Garou's requests for them to serve drinks or start grilling food.

Only Leaps-the-Stars moves between groups, cracking jokes, breaking the ice, and asking questions about who

everyone is and how the sept works. They don't ask anything pointed, but characters who succeed on a Perception + Empathy roll (Difficulty 7) infer that Leaps-the-Stars is encouraging people to air their grievances. If called out, they breezily apologize, assuring the characters they meant no offence.

## ***Tonight's Agenda***

Alecto's first on her feet to insist the sept should be monitoring the Seeping Rock Hive. There's a general lack of interest. Anton Blunt-Claw asks for volunteers to visit neighboring septs and packs and spread word of what happened at the Sept of Long Shadows; he suggests they might even welcome new members without caerns of their own to protect. Again, there's a general dearth of enthusiasm.

## ***Come To Blows***

After their calls for action amount to nothing, Alecto and Anton's tempers are shorter than ever. Alecto begins bickering, asking why Anton would raise such a stupid idea when there are problems enough at home; he responds by wondering loudly why she can't let the war end. Matters escalate rapidly and within minutes, hackles are raised, and the two packs are facing off, snarling.

If the characters don't play peacemaker, Leaps-the-Stars does, assisted by Toad. They're silver-tongued, using well-judged, self-deprecating jokes to de-escalate the situation, leaving both pack leaders embarrassed and chastened. Alecto becomes sullen, Anton evasive and sheepish.

If the characters pick a side or keep inflaming tempers, the quarrel ends in blood. Run two rounds of combat, narrating any skirmish the characters aren't directly involved in to keep up the pace. At that point, Horned Lizard's shape appears in the shadows cast by the fire. The fire immediately sinks down to smoldering ashes, and lassitude sweeps over the Garou present. Every Garou's Rage drops to 0; it replenishes normally. With the fight sapped from them, the Garou of the Long Shadows slink away from the dying fire and lick their wounds.

## ***Otherworldly Vermin***

Sharp-eyed characters (a Perception + Alertness pool of 7 or more, or relevant Gifts) spot a scrap metal statue of a saguaro shivering, its needles lengthening. Anyone who glances into the Umbra sees a grey-skinned spirit with rows upon rows of grinning teeth and long, hooked barbs all over its hide perched on the statue, watching avidly. Characters familiar with spirits know it's a Discord Gaffling: a manifestation of conflict and strife. They're not Wyrms-creatures, but they're unpleasant little things. More info than that calls for an Intelligence roll (Difficulty 6 with Cosmology, Difficulty 8 if the character's relying on Occult or Enigmas):

- It's rare to find just one Discord Gaffling; usually there are dozens of them (there aren't currently any around, though if interrogated this one indicates there are many more close by)

- They're attracted to conflict rather than causing it (though if enough of them gather, they can exacerbate tensions)

- If they get overexcited, they attack and eat the sources of conflict (thereby destroying their own sources of food and entertainment; they're not particularly clever)

## ***Departure***

When a fight looked likely, Linnea gathered up the Kinfolk and ushered them out of the immediate area to safety. When the danger's passed, she returns, so furious that keen Garou senses can smell and taste it like smoke in the air. She tells the two would-be leaders this can't happen again. "This community, that *we* made, is on death's door," and if they don't "get [their] shit together and make it a place worth being," she and the other Kinfolk will leave.

This unites the Garou, all of whom insist the Kinfolk have no right to do that, nowhere to go, and no power to leave if the Garou don't want them to. It's not an ideal cause to rally behind, but for a moment, the two packs act as one. Alecto goes so far as to threaten to shut Linnea up, and Anton Blunt-Claw coldly tells Linnea to stay out of Garou business.

Linnea retreats to her small, sturdy house and bolts the door. She's not interested in talking while the rest of the Garou are awake, but if the players' characters come to her later, when the moot has officially dispersed and the Garou have all retreated to rest, she gives them a curt summary of years of disrespect, the Garou increasingly treating their Kinfolk and companions as servants or wards instead of equals. If the characters voice active support for her and helped defuse the tension earlier in the evening, she even mutters that if the Garou had any damn sense they'd let her lead, as she's been "running most everything since 1996."

## ***Apologies***

After the near fight, Mild-as-May collects a few hot stones from the campfire and a bottle of wine, and leaves to sit with the big, painted, found objects sculpture of Horned Lizard. She places the warm stones underneath the statue — for Horned Lizard to bask on — pours out the wine before her, and quietly apologizes for everything that transpired.

Anyone with dots in Primal-Urge knows the spirit's not present.

If questioned, Mild-as-May explains she knows Horned Lizard's shocked by the sept's path, but the totem spirit supports her children, rather than demanding anything of them. If the Long Shadows don't care for her ways of patience, planning, and purpose, she'll simply leave them



and let them find a more appropriate totem. Packs and septs do change allegiance, but to be abandoned by one's totem rather than bidding it a respectful goodbye would be deeply shameful.

## Scene Two: Flashpoint

The night grows ever darker. A couple members of Alecto's pack (Nita Steals-the-Victory, Black Fury Homid Ragabash; Cries-Like-Rain, Black Fury Lupus Ahroun) stay up, sitting around the dying fire to keep watch — though one of Anton's pack spends a few minutes teasing the Furies about their paranoia and jumping at shadows. The other members of the sept retire to sleep. If the players' characters are used to another sept, this is a stark contrast to the usual, amicable end of a moot, where packs mingle and socialize, often until the sun rises (or sets, depending on the sept's traditions).

This is an opportunity for the characters to seek out Garou or Kinfolk to talk to, explore their environment, or stand watch themselves (though the Furies need to be reassured that the characters aren't disrespecting their ability to protect the sept).

In the small hours of the night, the fire flares back into life and the sourceless sound of war drums (a long-standing ward that sept members recognize) from all around the sept signals trouble. Characters who are still awake see the shadows come alive with long-limbed, skittering spirits with barbed, grey hides: dozens more Discord Gafflings.

The Gafflings are distinctly overexcited, meaning they've come to feed. They tear open doors and creep through windows, happiest when they can isolate a Garou (who are much better sources of strife than mere human Kinfolk) and shred them. Not that they'll turn down human meat.

The packs don't even try to work together, and only Toad thinks to drag a couple of people away to defend the Kinfolk. This disunity only makes the spirits stronger (they regain two points of Essence each turn the sept is in disarray). On a happier note, inflicting damage on a Discord Gaffling, or taking damage from one, each allow Garou to regain a point of Rage.

Several events take place against the backdrop of this combat:

- When Anton starts shouting orders, Alecto shoves him to the floor and takes command herself. This attracts dozens of Gafflings to them, and they're effectively out of the fight. They'll both survive, but unless someone assists, they're both wounded.
- A large, longer, spirit drags itself out of the shadows, following the Gafflings. Like a slate grey alligator, with too many heads and a thousand wicked hooks dripping poison, it prowls through the battle, murdering indiscriminately. It's a Malicet, a spirit of strife, a nastier version of the Gaf-

## PRECAUTIONARY MEASURES

If the characters set wards after spotting the first Discord Gaffling, or took any action to prevent more from arriving, this scene plays out differently. The Gafflings gather, forming a wall of spirits pressing against the wards, chittering and shivering, excited but deprived of an opportunity to feed. Characters with any dots in Primal-Urge or Empathy are alerted to their presence, waking up if they're asleep. The sept of Long Shadows Garou still decide to step outside the wards and fight the Gafflings, but the Kinfolk are in no danger.

flings (and in this case, very much Wyrmtainted), and the characters get first go at engaging it while others are tied up with smaller foes.

- Realizing they're easier prey, and because the blame they immediately assign to the Garou is a sweet and delicious musk, many Gafflings turn on the Kinfolk, who are powerless to hurt them. Alecto's pack muster a defense, joined by Leaps-the-Stars, but they're too late to save everybody.

There are hundreds of Gafflings, more than enough for every Garou present to rend, skewer, and destroy without any fear of running out of foes. Keep running the battle turn-by-turn until all the listed events are resolved (or the characters have chosen to ignore them). Then take stock of the battle, and depending on how effectively the sept have fought, narrate the outcome:

- **Effective, organized defense:** The Garou drive off the remaining Gafflings with few casualties.
- **Disorganized defense, but the characters fought well:** The Garou drive off the remaining Gafflings, but many Kinfolk are injured (if the characters protected them) or dead (if they didn't).
- **Disorganized defense, and the characters didn't fight well (whether through poor tactics or malevolent dice):** Many Kinfolk, and even two Garou, die in the skirmish, and the Gafflings leave only because they're sated.

## Scene Three: We Reconvene

After the attack, the sept's members collect around the cold stones and ashes of the bonfire. Most people shiver in the deathly cold of the desert night with hours left until sunrise. The mood is tense, but more focused than earlier. Some of the Garou still aren't back in their breed forms, clearly expecting more trouble; several Homids wear their

hulking, muscular, Glabro forms and some of the sept's lupus prowls as Hispo.

Despite the recent hostilities, Alecto and Anton still vie for control. Alecto is first to speak, but Anton ignores her and speaks over her. If the characters don't step in, Red Eye Ruth does: She plucks two unburned twigs from the fire pit and makes them draw lots to speak first. It's demeaning to both Alecto and Anton and reduces their Renown.

Anton draws the longer straw and gets to speak first. He confidently sets forward several issues that need to be addressed urgently:

## ***Vermin Cull***

The Garou must determine where the Gafflings came from, and if there are more nearby. Volunteers are needed to explore the nearby Penumbra and deal with whatever they find. Toad is the first to volunteer, but Anton cautions them to wait; there are other problems to solve where their expertise might better serve them.

Mild-as-May tentatively joins; there may well be a more powerful spirit that they serve. Based on the Malicet's presence, it seems likely there's Wyrms taint in play here, not merely a response to a petty argument amongst Garou. Characters with more than minimal spirit knowledge know this is possible, but not necessarily the case.

## ***Peacemakers***

Mild-as-May quickly adds that they all owe Horned Lizard some restitution for creating an environment where her sacred land could be infested with malicious spirits. She'd appreciate volunteers to accompany her on a walk into the deeper Umbra to pay her respects. She'd also appreciate a gift for Horned Lizard: anything that shows long thought, contemplation, and the learning of a lesson (particularly from the battle just fought) is likely to be well received.

## ***Prowl***

Alecto, done waiting her turn, rises to insist that tonight's incursion must be a sign that the Black Spirals are still lurking, waiting to trouble them again. Even she doesn't think the sept can put up much of a fight, but she insists a pack go check out the lands around the Hive and look for any signs of activity. Anton objects, gesturing around at the number of injuries, and exclaiming the sept can't afford to take the risk right now.

## ***Reach Out***

When it looks like Alecto and Anton are heading towards another showdown, Leaps-the-Stars takes the floor to speak. They diffidently suggest sending emissaries to other septs, just as Anton suggested earlier that evening, and reaching out for aid. Whether there's a malicious spirit at work or some remnant of the Black Spirals still active, the sept is

severely in need of allies. When Alecto retorts they're too few to lose defenders on a publicity tour, Leaps-the-Stars suggests sending some Kinfolk.

Both Alecto and Anton are outraged by the suggestion... then even more outraged to realize they've just agreed on something of their own volition.

Leaps-the-Stars lets the suggestion drop without further attempts at persuasion. The natural conclusion is that someone will ask why they don't go themselves – not that anyone could make them: Leaps-the-Stars is an Athro, and thus outranks everyone at the Sept of Long Shadows.

## ***Every Kinfolk for Themselves***

When everyone's done talking, Linnea looks the self-appointed leaders in the eye and announces that in the morning, she'll be going into town and buying a shitload of guns, and she doesn't want to hear one dumbass remark about Weaver tools or choosing peace over conflict. She's taking a load of the sept's savings, and she's spending it on guns.

## ***Assignments***

The characters are welcome to volunteer for one or more of these duties. They have the most intact pack of any at the Sept of Long Shadows. Some activities take more time to arrange than others, so they'll have the opportunity to participate in several during Chapter Two, even if they don't immediately volunteer. If the players are looking for guidance, steer them towards **Scene Five: Tread Lightly**.

The pack might also not volunteer at all. They'll lose a point of temporary Honor, but that's entirely up to them.

Barring the characters' intervention, the duties are taken up by the following people:

- **Hunting down additional Discord Gafflings:** Anton's pack handles this. They begin the same day as the end of Chapter One, but they have several days of searching ahead of them. They sleep out on their excursion, only returning to the sept on the third evening.

- **Investigating the Seeping Rock Hive:** Three members of Alecto's pack, led by Cries-Like-Rain, take on this duty. They depart one full day after the end of Chapter One.

- **Visiting Horned Lizard:** Mild-as-May goes, with one member of Anton's pack to accompany her. It takes several days to create a suitable gift for the totem spirit, and Mild-as-May prefers to travel by the new moon rather than the full, so they depart four days after the end of Chapter One.

- **Defending the sept:** Alecto and the rest of her pack, including Red Eye Ruth, take over defense of the sept's territory, with patrols both in the physical realm and in the Penumbra. Tighter defenses begin the same day Chapter One ends.

- **Firearms:** Linnea does exactly what she says, facing off with Anton's second-in-command, Dolores Knows-Loss. She and a dozen other Kinfolk buy as many guns and boxes of



ammo as they can at a number of supermarkets (the World of Darkness is not hot on strict background checks, purchase limits, or any other controlling factors), and spend the next several days learning to shoot them safely. Two artists among the Kinfolk research bullet manufacture online and start working on silver bullets, since those are the only things they know will hurt, say, a rampaging Black Spiral Dancer. They don't mention the silver ammo to the Garou.

- **Reaching out to allies:** Nobody. This goes undone, and the sept continues to stand on its own.

## Intermission

From this point onwards, the story's very much in the characters' hands. They may not see all the scenes in Chapter Two, and they may add scenes to further their own interests. You should still read the whole of Chapter Two, however. There's important information to give out in each scene to set up for Chapter Three. If it looks like players are going to skip any of the "scripted" scenes, find a way to work those insights into whatever they spend their time doing. It's for their own good.

## Chapter Two: The Great Unraveling

The characters come to better understand the tensions in the Sept of the Long Shadows and identify some of the threats to its future.

### Scene Four: Lingering Discord

**Moon Phase:** gibbous through full

The characters, either with or in parallel to Anton's pack, sweep the sept's territory in search of any more Discord Gafflings. If the pack is working alone, they break into two trios, and if the characters are with them, they work as one team, loaning one member — the Child of Gaia Galliard Pierce-the-Silence — to the character pack as a guide to the sept's territory.

### *Walking the Bawn*

The Sept of Long Shadows has a lot of territory; it's a desert, so there's no competition and no encroaching humans. It takes days not only to walk it but to check it thoroughly, looking under every rock. The Long Shadows packs are exhausted, many still injured from the last, devastating battle of the war, and they've let this duty slide over the past month. Pierce-the-Silence is chagrined by the omission but admits it if pressed.

There's an austere beauty to the desert, and it's far from featureless. Small, saline lakes, groves of Joshua trees and

### A CHANCE TO TALK

Many of the upcoming scenes involve travel. For the most part, you can cut to the destination. But long stretches on the road, or an overnight stay, are good opportunities for players' characters to talk amongst themselves or to Storyteller characters. They get to ask questions and receive (sometimes unreliable) answers from their traveling companions, and maybe bond with them a little. Remember that outside of the tensions of the sept, everyone is more relaxed. More open, more talkative, and less prone to snap or take offence. Take the opportunity to show the characters another side of some characters they didn't immediately click with.

Conversations are also great intel gathering opportunities for the Storyteller. You can figure out what players' current understanding of the situation is and decide what you need to tell them, or tell them again.

scrubby bushes, and cacti abound. Vultures and hawks wheel overhead, snakes vanish into shadows at the approach of Garou, and coyotes race parallel to the characters, though at a distance. It's unspoiled, and especially at the start and end of the day, glorious. It's almost identical in the Penumbra — a miracle for any characters used to cities and other places ruined by human- and Wyrms-corruption.

Unless the characters press for another approach, the searchers start from the bawn and work their way in towards the caern, forcing Gafflings into an ever-smaller space, so the task becomes easier as they close on its conclusion.

### *Symptoms of Discord Part 1*

There are plenty more Discord Gafflings. They're breeding in every shadow, coalescing out of translucent grey pimples that grow on the underside of rocks. Out by the bawn there are relatively few Gafflings; whole hours go by without encountering any. Closer to the caern, where the Garou spend more time, they're more numerous.

Skirmishes with them are minor and for the most part not worth running as turn-by-turn battles. Injuries are rare and trifling: Lethal damage the characters should heal in minutes. To give them some relevance, describe encounters with the Gafflings ending at the introduction to another scene, or starting when you want to conclude one.

## *Peaceful Resolution*

On the first day, Pierce-the-Silence laughs that he feels terrible murdering a bunch of spirits that can barely put up a fight, and he wishes there was a more peaceable way to deal with them. By day two, if the characters haven't come up with it, he suggests an alternative way to disperse them: to just sit down where their numbers are thickest and drive them away by having an aggressively good time, telling stories and singing songs or playing games.

It works, inasmuch as the little spirits don't wish to be around such emotions as camaraderie and levity, but it doesn't get rid of them, only moves them on to another part of the sept. Reluctantly, Pierce-the-Sun goes back to plan A, killing every Gaffling the group can find. But the intermediary time is an excellent opportunity to get the characters talking (see *A Chance to Talk*, p. XX), and Pierce-the-Silence appreciates the characters at least trying a peaceful approach, especially at the full moon when tempers run hot.

## *History Lesson*

Towards the end of the first day, the group passes the burned-out ruin of Chase-the-Sun's shack, where he kept Wretch the Black Spiral Dancer prisoner and experimented unsuccessfully with ways to save him. Pierce-the-Silence, after a pensive hour or so, starts telling the story of Chase-the-Sun's folly (see *Apocalyptic Record*, p. XX), then of Sam Wakes-to-Starlight's all-consuming revenge.

If the characters are willing to listen, he ends with something the Children of Gaia rarely speak of: their reason for not participating in the war against the Seeping Rock Hive. The call to war split the sept's Children of Gaia. Some, including the elders, were deeply ashamed of Chase-the-Sun and felt obliged to join Sam's quest for vengeance to cleanse their consciences. The others, including Anton, were shocked by Sam's departure from Unicorn's teachings and called for more time to grieve, process, and plan. Although Alecto doesn't acknowledge it, the latter groups fought alongside their siblings for most of the war, just not its earliest stages.

## *Mated Malice*

Towards the end of the second day, the group finds the lair of a pair of Malicet in a dried out lakebed where they've been feasting on smaller spirits of discord and growing fat. They've laid a clutch of tarry black eggs; they're not the cause of the tensions, but if the characters don't defeat them and destroy their eggs, they're going to make it a lot worse.

## *Symptoms of Discord Part 1)*

On the third day of searching, as the characters and Pierce-the-Silence close in on the caern, they attract a kite-tail of Gafflings. This bunch are well-fed, a little more canny than the ones they've met before, and sneaky enough to

follow along in hiding, slipping in and out of the Umbra to avoid the characters' notice.

If there's no tension amongst the group, the Gafflings try and create it: stealing a character's possessions and placing them on another's person, arranging obstacles so that someone will trip and push another... or just laugh at them when they fall down. With the Garou dispersed, all on different tasks, they're going hungry and they're ready to take matters into their own hands and sow some chaos.

## *Insights*

The characters understand just how much the sept's tensions have proliferated, and also more of the conflict's history. If they don't accompany the Children of Gaia on this hunt, Pierce-the-Silence might tell the story at the caern while Alecto's pack aren't around, or Mild-as-May might reveal it on that group's Umbral walk.

Most importantly, while there are plenty of Gafflings, there's no powerful, malevolent spirit inflicting discord and strife on the sept. It's all just a product of mundane, banal, interpersonal conflict.

## *Other Outcomes*

If the characters entertained Pierce-the-Silence's attempt to get rid of the Gafflings by having too much fun, they gain his respect. He and his pack are more attentive to the characters' opinions and suggestions in future scenes.

## *Scene Five: Tread Lightly*

**Moon Phase: full or new (depending on travel time)**

The characters investigate the Seeping Rock Hive, with or without Alecto's pack members (Cries-Like-Rain; Deme-tra Long Fang, a Homid Ahroun; Irene Walks-Backward, a Homid Ragabash who acts as a scout).

The Hive's an overnight journey away by cars or other vehicles; the Furies aren't comfortable with that mode of travel, making it almost a week's trek on foot or paw. The characters might persuade the Furies to tolerate using a tool of the Weaver (Charisma + Leadership, Difficulty 8), or they can opt to go ahead and meet them there.

## *A Bad Place*

Seeping Rock's the festering scar left by a brief period of nuclear testing carried out in the desert. When a nuke is detonated underground, it vaporizes the closest rock and turns a ring of stone further out to liquid, which in turn runs and flow, creating a radioactive labyrinth perfectly made for Black Spiral Dancers. Cries-Like-Rain believes it *was* made especially to create a home for them; she refuses to believe even humans would do this to Mother Gaia except to consciously and wholeheartedly serve the Wyrm.





The Hive is underground, and it's not difficult to see where it lies. The land above is sunken into a shallow basin, and the rock is oddly smooth, shining under the sun and marked by rippling rings of different shades from white through deep red where it softened, flowed, and reformed. The characters sense it long before they arrive at its boundary, marked by a sturdy wire fence. The air tastes bad, acidic, and the light breeze that blows across the desert seems malicious, intent on carrying dust and dirt into every open orifice.

### *Getting In*

The fence and its rusty "NO TRESPASSING" signs are no barrier to a pack of Garou. It's decorated with several nasty little extras, courtesy of the Black Spiral Dancers. Makeshift signs, scrawled in blood and feces, reading "CoME RiGhT iN!!!" or "WELCoME StrANGERS" are an unpleasant addition; the signs directing readers to the "GUeST eN-TRanCe", with lurid red arrows, are an obvious trap, but if the players don't figure that out, give their characters a Wits + Primal-Urge (Difficulty 4) roll to notice that while the arrows point to gaps in the fence, those gaps are booby trapped with tripwires and grenades.

The grenades and tripwires make a nasty combo for the character who triggers the trap. Characters who fail a Dexterity + Athletics roll (Difficulty 6) stumble over the tripwire and don't get a chance to dodge the grenade; those who succeed on the Dexterity + Athletics roll get to make another roll (Difficulty 7; 4 successes required) to dodge the grenade's explosion (15 feet blast radius; 12 lethal damage).

The really serious problem for Garou is that the site is highly radioactive above and below ground (but more so below). Garou take a level of aggravated damage for every half hour they spend inside the fence. If, at any point, they fail to soak that level of aggravated damage, they regenerate lethal damage at the rate of one level per hour (instead of the usual level per turn) until a day after they've left the Hive.

**The traps are an immediate sign the Hive hasn't stood empty:** If they'd been in place when the Long Shadows fought here, they'd all have been removed or detonated. They must be new.

### *Poking Around*

If the characters are with the Furies, Cries-Like-Rain insists on investigating further. The traps on the fence indicate someone or something has visited, but not whether they're still here — or whether the sept should be worrying about one occupant or dozens.

Once past the fence, signs of battle are everywhere: dried blood on the rock, arrowheads, and the broken tips of long blades wedged into stone. No bodies are in evidence, but the sept's survivors took their dead with them, and pock-marked, black stretches of corroded rock mark where Spirals fell. Cries-Like-Rain explains that most of the fighting was beneath the ground.

There are plenty of entrances to the hive to choose from. They're all crevices in the rock, easy to miss on first glance, but obvious after a few minutes of investigation (don't call for rolls; the characters aren't under time pressure).



The interior of the Hive is lightless in a way no fire or flashlight can penetrate, though any Gifts or rites work normally. It smells foul, like the quintessence of rot, mingled with the meaty scent of decaying bodies and decades of excrement. Without light, the characters' best hope of finding the surface again is their Primal-Urge, which is hyper-alert to the fresher air above.

The characters explore for a long time without finding any signs of life. They do find plenty of other things: bodies of both Garou and Black Spiral Dancers (though more of the latter); more traps, most of them disarmed or detonated (usually with a body count of their own, including some of the defenders); hints at the foul purpose of the labyrinth's many chambers — deep wells of black water that twist and writhe away from any light; foul pantries of meat still on recognizably human bones; evidence of battles and blood sports; and inscriptions carved deep into the walls, ceiling, and floor in unsteady glyphs that prompt images of uncontrollable rage and the desire to scream until the human- or wolf- skin tears, and something new and foul breaks free.

But no living Black Spiral Dancers. If there are occupants, it's fair to assume there can't be many.

The exploration is a continuous flashback to hell for all the Black Furies present. They fought battles down here in the dark and nearly died doing so. Cries-Like-Rain jumps at every change in her environment, one shock away from losing her self-control. Demetra whimpers softly when she thinks no one can hear her. Irene Walks-Backward seems fine until she puts her foot through the ribcage of a body she recognizes as her packmate Jenna, at which point she's swept away by screaming terror she can't get a handle on without help (extended Charisma + Empathy roll, Difficulty 8).

## Company

The only Black Spirals still in the upper Hive are Sam and Wretch. They stay out of the Garou's way: They can see in the unnatural dark, Wretch knows the passages like the back of his hand, and they have no intention of getting trapped in a confrontation where they're outnumbered. However, they do follow the group. If the visitors leave markers to guide them back to the surface, the two Black Spirals remove or distort them. Otherwise, once the characters are on their way back to the surface, they lob Jenna's rotting head down at Irene from a hole in the passage ceiling (much too narrow for the characters to climb through and pursue them). Sam — now Eats-the-Fallen — makes sure they see her: a tall, rangy creature, her coat still dappled grey where it's not black. She's recognizably a Child of Gaia lost to the Wyrm.

If neither of those options is appropriate, Sam tries to lure them into dangerous parts of the Hive (neck-breakingly steep drops or more grenade traps) by weakly calling for help from some distance away.

The two Black Spirals can elude the characters forever down here. There's too much Hive and too few Garou to pin them down.

## Straight to Hell

After a couple of hours of exploration, the group are deep into parts of the Hive the Black Furies don't recognize. Tunnels wind ever deeper and stop at cliffs that drop directly into darkness. And those depths are full of life. The stink of living creatures — and the particular stench of Wyrm-taint — is overwhelming, and shrieks and howls echo up from the pits, mingling and colliding. There are dozens of creatures down there.

Cries-Like-Rain insists the group return to the surface: "If we die down there, the sept's chances die with us."

If the characters insist on descending (without the Furies), present them with horrors: porous, corrupted rock; intense nausea and febrile heat that tricks the senses; glimpses of capering Black Spiral Dancers engaged in profane rites. If they stay more than a couple of minutes, they will be spotted. Fighting's a death sentence; there are dozens of Black Spiral Dancers. Fleeing is the only survivable course of action. **Do not** bring dice into the characters' escape; describe it in narrative terms and keep it fast.

## Insights

The characters should take two things from this scene: There are still Black Spirals at Seeping Rock, and they are numerous. Fortunately, if the characters don't go themselves, Cries-Like-Rain draws these conclusions and relays them to the rest of the sept on her return.

## Other Outcomes

If the characters console Irene (or goad her out of her despair), the Furies gain a lot of respect for them and are more willing to listen to them in later scenes.

## Scene Six: Make Amends

**Moon Phase:** new (Mild-as-May's preference) or full (characters' choice).

The characters accompany Mild-as-May into the Umbra to appease Horned Lizard. This scene should ideally occur as a result of player choice, but if the characters are reluctant, Horned Lizard can come to them to admonish or guide them.

It's a long, slow-paced journey with plenty of time to talk if the characters so desire. This journey goes deeper than simply stepping into the Penumbra to deal with Discord Gafflings: Horned Lizard's realm is deeper and less eroded by the matters of the physical world. A constant heat haze hangs over the landscape, the colors are more intense, and doing anything with haste requires intense willpower.



After a long period of travel during which the sun never dips from its zenith, and the heat suffuses the Garou's bodies and slows their thoughts, the landscape is the craggy, warty, dust-colored back of Horned Lizard. To converse with her, the group must descend from her back, down a scaled forelimb, and onto her claws where they can make eye contact with her. Mild-as-May does so effortlessly, having traversed her totem's terrain countless times. For everyone else, it's a heroic endeavor requiring an extended Strength + Athletics roll (Difficulty 7), achieving 8 successes over 3 rolls.

Characters who don't make the required number of successes scramble down Horned Lizard, causing her significant discomfort in the process; making a bad first impression on a sept's totem spirit is both disgraceful and, in this scene (see *Salvaging Something*, below), a major hindrance.

### *Horned Lizard's Perspective*

Horned Lizard speaks agonizingly slowly, thoughts hanging tantalizingly unfinished for what feels like eons before completion. She very slowly expresses her deep sorrow at the infighting her children have fallen into. It's the antithesis of her slow, accepting, forgiving nature. She wants them to be strong and self-sufficient, but she wants them to do so as they always have: as one strong family, who trust and respect one another.

If they can't, she's taught them nothing, and she'll leave them and let them find a more suitable patron. This would bring profound shame to the Garou and great censure from others of their kind, but that's their responsibility, not hers.

### *Salvaging Something*

Mild-as-May knows Horned Lizard well, but her admission leaves her tongue-tied; like her totem, she needs time to process and respond to this huge change in her world. While she'll remain in the Umbra with Horned Lizard and eventually convince her to wait, hoping that the Long Shadows Garou return to her teachings, the characters have an opportunity to do so much faster.

This requires a Charisma + Expression roll (Difficulty 8), with a total of 4 successes. Characters can participate as a group, with up to three speaking.

Of course, this is much harder if the characters almost fell off Horned Lizard's hide and jabbed their claws into her to avoid a perilous drop. If more than one of the characters failed, increase the Difficulty to 9; if more than half of them failed, the Difficulty's 9 and the characters need a total of 6 successes.

### *Insights*

The characters should finish this scene with no doubt that the sept's squabbling is shameful and needs to be resolved. Though Horned Lizard doesn't command the group to settle the matter, she expects it... and ignoring a totem spirit's expectation is profoundly shameful behavior.

## *Other Outcomes*

If the characters successfully persuade Horned Lizard to be patient with her children, they not only gain Mild-as-May's respect — and she's influential with both Alecto and Anton — but Horned Lizard's. That amounts to both significant influence in the sept, and a permanent additional point of Wisdom renown.

## *Scene Seven: New Friends*

**Moon Phase:** full (to visit Rainbow Lake) or later.

The characters travel outwards from the Sept of Long Shadows to find allies against the (at the moment, hypothetical) Black Spiral Dancers or the (equally hypothetical) greater spirit of Discord that may be feeding or preying on the sept.

### *Rainbow Lake*

The obvious place to turn for help is Leaps-the-Stars's sept, the Sept of Rainbow Lake.

They're a long day's travel away by car and several days' run for wolves. Not that running is advisable, when almost every route involves passing around or through human cities. Usually, the sept's territory is extremely hard to find: Paths twist away from it, and the desert itself contracts, expands, or reshapes to carry accidental visitors out before they know where they are.

If Leaps-the-Stars knows the characters are visiting, they negotiate with a minor spirit of air, which appears in the form of a vulture soaring overhead, to guide the characters directly there; if not, have the pack designate one character to guide them. That character makes a single Perception + Survival roll (Difficulty 7). If they fail, it takes an extra day to reach the sept: frustrating, and probably something they'll be teased about for a while, but no serious narrative consequences.

Arriving at Rainbow Lake is a very different experience to entering the Sept of Long Shadows. The bawn is marked with glyphs carved into the red desert rock and patrolled by inquisitive coyote Kinfolk. In only a couple minutes, Chases Smoke, one of the sept's Guardians (a tall, rawboned Black woman with amber eyes), finds the pack. If Leaps-the-Stars' air spirit is leading them, she approaches with an open, friendly grin; otherwise she's cautious, and has already called in the new arrivals via radio to Shilah Fights-Best-Blind, the sept's Warden. After a couple of brief questions about their origin and intentions, she leads them deeper into the sept's territory, towards the heart of the caern.

Most of the sept's territory is another desert community, but this one's made up of RVs, trailers, and the dens of coyotes. There's a verve about the place, a buzz of purpose and activity, that makes Long Shadows feel like a ghost town. Activity stops for visitors, Garou and Kinfolk alike

dropping what they're doing to curiously watch newcomers walk through their midst.

### Heart of the Matter

The heart of the caern, where the characters are taken, is a kidney shaped lake, the water made into a rainbow by the many mineral deposits in the rock beneath. Shilah Fights-Best-Blind, the Warden, and Vera the Truthcatcher wait there to meet the characters, sitting under the shelter of a canopy made from dead wood and blankets.

**Shilah Fights-Best-Blind (Uktena Homid Ahroun)** is a huge, Northern Paiute man, almost six and a half feet tall and three hundred and fifty pounds in Homid form. He's open and easygoing, but a shrewd judge of character.

**Vera Swordtongue (Uktena Homid Philodox)** is a sunburned Latina woman in her mid-forties, covered with tattoos of desert plants and creatures, and with thick, prematurely grey hair. She listens patiently, speaks firmly, and exudes an air of capable authority.

Once the characters explain the situation, they're happy — almost too happy — to lend assistance to the Sept of Long Shadows. They're led by what the characters say they need, but agree to send whichever people are best suited to help: skilled warriors if the characters expect the sept to be attacked or negotiators and calming influences — even interim leaders — if the characters focus more on the sept's internal struggles.

It only takes a single Wits + Empathy roll (Difficulty 6) for a character to realize they're getting their claws into the Sept of Long Shadows... and probably won't let go. If confronted, Vera says plainly that the Long Shadows are sprinting down a road to self-destruction. If someone doesn't step in and get them back on track, their pride will let in Wyrmtaint or the sept will collapse. She's not about to allow that; it puts other septs in the area at risk. If asked about Leaps-the-Stars she says (truthfully) that they're at the Sept of Long Shadows to observe, but they'll step in or send for help from Rainbow Lake if the situation calls for it.

### Other Ties

Established characters, with ties of their own, will likely visit their allies, contacts, and elders. Some of those characters might be willing to help or owe the characters a sufficient debt — but in general, remember that the plight of a small sept, one that's already nearly destroyed itself in an ill-judged battle led by a Garou scarcely older than a cub (Sam Wakes-to-Starlight), isn't a priority for most Garou elsewhere. They have their own issues.

If they hear that the Rainbow Lake are interested in taking over guardianship of the Sept of Long Shadows, they're likely to agree that's the most sensible course of action. It

### WORST CASE SCENARIO

If the characters know Seeping Rock Hive is still swarming with corrupted Garou, Rainbow Lake insist on sending several packs, either to finally cleanse the Hive or to defend against an incursion they assume is coming.

keeps a caern in Garou hands and enforces order on chaos. Some might even say it's cruel to let a dozen Garou, most of them young and inexperienced, be responsible for running an entire sept. Alternatively, they might plant the idea that the characters' pack should take over themselves, since they seem to already be taking on the duties of leaders.

While the pack's allies might help temporarily, they're unlikely to be much use in the long term, especially if the characters think the sept should retain its sovereignty under one or more of the Storyteller-run Garou.

### Insights

This branch of the story's less about gathering information and more about recruiting more Garou to be present at the sept, which has important consequences in the two confrontations coming in Chapter Three.

The one important piece of information delivered in this section is that Rainbow Lake *will* step in and take over if the Sept of Long Shadows can't run itself. If the characters don't hear it from Vera Swordtongue herself, any Garou they speak to can suggest it.

### Other Outcomes

If the characters accept Rainbow Lake's help, a six-strong pack of werewolves accompany them back to Long Shadows. The pack composition depends on what the characters asked for: a warrior pack contains four Ahrouns, a Galliard, and a Theurge; a more diplomatic pack includes two Philodox, a Theurge, a Galliard, and two Ahrouns.

## Chapter Three: Breaking Point

The characters better understand the Sept of Long Shadows and have forged some stronger connections with its members. The sept's problems are about to become acute, and unless the characters hold it together, it will collapse.



## Scene Eight: Secession

### Moon Phase: New

The sept's been peaceful while Alecto and Anton have been productively occupied. As soon as the urgent activities are done and it's time to think about strategy, the two camps immediately fall back into hostility.

While the Garou have been busy, Linnea's been running things: keeping track of where everyone is, making sure nothing's missed, as well as ensuring that normal duties — like making sure people eat — keep going. She's also been overseeing the Kinfolk's weapons training. Now that the Garou have returned, she's shunted back into the background while Alecto and Anton bicker about strategy.

Matters come to a head one morning when the silver bullets are discovered. There are too many of them: Leaps-the-Stars senses the itching, irritating presence of silver among the Kinfolk's homes. He asks Linnea about them and whether the other Garou are aware of them. The conversation's tense and draws attention, first from Leaps-the-Stars, who immediately draws it to the attention of Alecto and Anton, curious to see how they'll respond. The answer, of course, is poorly.

If the characters don't intervene, the argument escalates quickly.

- Alecto asserts Linnea had no right to take matters into her own hands. Guns have no place in the Sept of Long Shadows, and silver bullets are anathema. She orders Linnea to get rid of the Weaver's tools. Before she's done shouting, she's shifted into Glabro form. Linnea doesn't flinch.

- Linnea refuses, as she no longer trusts the Garou to protect their Kinfolk. She won't have them treated like afterthoughts.

- Anton tells Linnea if she can't abide by the sept's rules, there's no place for her here. He's bluffing, fully expecting her to back down and fall in line.

- She doesn't. Linnea turns away to pack up her stuff. Most of the other Kinfolk are prepared to go with her.

- Toad tries to talk Linnea down, but she's past the point of listening (and has been since she watched most of the sept throw themselves into a Black Spiral Hive for the sake of vengeance, instead of taking a more considered, strategic stance).

Alecto's ready to fight Linnea, but Anton restrains her (physically, with the assistance of two of his pack). Alecto's pack, naturally, object, and without intervention an all-out brawl erupts between the two packs, with Mild-as-May, Toad, and Leaps-the-Stars eventually breaking it up.

### A Better Outcome

Characters have several opportunities to make this difficult moment play out differently.

### OBSERVERS

If Rainbow Lake has sent more people, the brawl never happens; the two packs are too proud to fight in front of outsiders. However, they're also too proud to tolerate dissent from their Kinfolk in that situation, so Alecto outright threatens Linnea, and Anton doesn't stop her.

- **Keep the situation under wraps:** if the characters stop Toad from telling them, Alecto and Anton never find out about it. The characters might then be able to persuade Linnea to at least get rid of the silver (doing so requires a Manipulation + Expression roll, Difficulty 7).

- **De-escalate:** Using Expression, Etiquette, or Intimidation, the characters can defuse the immediate conflict and get those involved to sit down and talk. They'll have to keep managing all the egos involved and facilitate the discussion, but it gives them a chance to...

- **Get Linnea to stay:** This requires acknowledging her grievances (she's older and more experienced than most of the Garou and wants her voice heard; this is far from traditional, but the sept's in dire straits, and she argues they need some non-traditional approaches).

## Scene Nine: War and Peace

There's a Hive of Black Spiral Dancers a matter of miles away. Even if the characters don't acknowledge the threat, every other member of the sept, as well as every visitor, does.

### WHY SHOULD WE CARE?

For a sept to lose most of its Kinfolk is effectively a death sentence. It punches a hole right through the community. More practically, Kinfolk are a sept's breeding stock, though it's distasteful to acknowledge that out loud. Without siblings, cousins, parents, and potential mates, the sept has no choice but to break into packs and find other homes, in the long term. Or, of course, find new Kinfolk, but the Sept of Long Shadows has too many other problems to deal with that right now.



These Black Spirals are particularly fond of cruel games, like the one Wretch played on Chase-the-Sun, and nobody believes they'll miss a chance to strike while the sept are weakest. It's time to mend the sept's divisions, or at least drag it into fighting shape.

By this point, the characters should have acquired some influence in the sept, primarily amongst the groups they accompanied in Chapter Two, but possibly also with Linnea and the other Kinfolk, depending how they resolved the situation in Scene Eight. Whether they realize it or not, people now look to them for guidance.

Just a couple of hours after Scene Eight, Alecto and Anton separately instruct Mild-as-May to call the sept and any visiting allies together for a council of war. The characters get a couple of hours' notice before the meeting's due to convene, giving them time to decide what they want out of it and how to prepare.

### *Gathering Before the Storm*

As the sun starts to set, Red Eye Ruth opens the meeting with another tale; this time of the sept's victory over the corporation Barron Land Assets, which tried to turn a swathe of nearby desert into a landfill site. It's well told — stirring and passionate — and well-received. When she's done, she announces it's time to talk about the sept's future: With war looming on the horizon, who should lead?

Immediately after she sits down, Alecto and Anton start to speak simultaneously. Before they devolve into snarling and insults, Leaps-the-Stars orders them to "Stop. If one of you can't bring this circus to order, I will."

It's an implied threat; if Leaps-the-Stars has to take charge, the sept clearly can't manage itself. Mild-as-May is quick to head this off, suggesting the characters lead the meeting.

From there, they have the floor if they want it — or they can throw their support behind someone else, whether a member of the sept or a visitor. Whoever leads the meeting becomes de facto leader of the sept and Leaps-the-Stars vocally supports the victor. Disharmony is undesirable, at this time.

### *Face the Future*

The meat of the discussion is whether to take the fight to the Black Spirals or let them come to the Long Shadows. There's no question that they



have to be destroyed: Even though the sept are outnumbered, Black Spirals multiply like rats, and they'll outnumber the Garou by an even bigger factor if they wait.

The decision rests with whoever leads the meeting, but if that's not the characters, their opinion carries a lot of weight. Anyone who gained their respect in Chapter Two agrees with their course of action (including Alecto's pack, but not Alecto — see **Alecto's Challenge**, below). The other factions vote as follows:

- **Black Furies:** Take the fight to the Seeping Rock Hive; catch them off guard, and keep any of them from setting foot over the sept's bawn.

- **Children of Gaia:** Wait until the Black Spirals attack. Every extra day allows the sept to gather more allies and shore up defenses.

- **Kinfolk:** Take the fight to the Hive, so that children and Kinfolk who can't fight aren't put in harm's way.

- **Mild-as-May (speaking also for Horned Lizard):** Wait. Invest time in restoring Horned Lizard's faith in her children, and let the Spirals attack the sept, where the Long Shadows are strong and Horned Lizard can best protect them.

- **Leaps-the-Stars:** Fight at the Sept of Long Shadows. Defeat the Black Spirals' strongest warriors, then descend into the Hive and cull whatever monstrosities still linger down there.

- **Toad:** If anyone asks the metis' opinion, he tentatively suggests there's time to move the non-combatants to Rainbow Lake, then lure the Black Spiral Dancers into a trap. Surely, they're spying on their enemies, so it must be possible to convince them the sept's weak (the Kinfolk have left, and the remaining packs are at each other's throats). If they were to fake Alecto's pack leaving in anger, and Rainbow Lake's visitors departing, they'd have forces for an ambush.

Nobody's ready for Toad's input. They've never expected much from him, and none of the Garou quite know how to respond. Linnea supports him and, after a polite period waiting for sept members to have their say, so does Leaps-the-Stars.

Without the characters' backing, the sept follows the plan of whoever's in charge.

## *Alecto's Challenge*

Now that there's an acknowledged, if not official, leader, Alecto can formally challenge them for the position. If the sept doesn't decide to take the fight to Seeping Rock, she issues a challenge, demanding a duel. If the characters don't defuse it, the challenge is settled at dawn, with a tooth-and-claw battle to first surrender, with every Garou in the sept forming the perimeter of the circle.

Alecto won't surrender: if she's bested; she dies in that ring, and the sept loses one of its finest warriors.

## *Scene Ten: The End of the War*

### **Moon Phase: Crescent**

The characters have three days before the Seeping Rock Hive attacks, though of course they don't know that. The climactic battle can end in one of three ways:

- At the **Battle for Long Shadows**, with or without reinforcements

- At the **Cleansing of Seeping Rock**

### *Battle for the Long Shadows*

The Black Spiral Dancers attack just before dawn on the third day. They descend shrieking and cursing, tearing at their own flesh in their eagerness to rend and destroy. There are somewhere between two and four dozen.

The following happen simultaneously. The characters can stick together and tackle one of these offensives at a time or split up and risk spreading themselves too thin. The other packs are engaged in their own versions of **Pitched Battle**.

### **Protect Horned Lizard**

The scrap metal statue of Horned Lizard is a link to the totem, and Mild-as-May would die rather than see it torn down. If the characters don't defend her from the three Black Spirals who try to destroy it, she dies defending it alone.

### **Duel**

The Black Spiral Dancers are led by a female, whose war form is ash grey, dappled with white, where it isn't streaked with oily black: marks of a purebred Child of Gaia. This is Eats-the-Fallen, who was once Sam Wakes-to-Starlight, and none of her former brethren want to fight her.

If the characters don't intervene, Anton takes her on. He's badly injured and out of the fight afterwards, and his pack take heavy losses as a result, including the death of Pierce-the-Silence.

### **Defend the Kinfolk**

If Linnea and others have left, there are fewer Kinfolk to defend, but they're still one of the Black Spirals' first targets. Five Black Spiral Dancers, led by Wretch, immediately set about slaughtering them.

If the characters don't intervene, Toad and Leaps-the-Stars eventually do. They're not enough, and most of the Kinfolk, including Linnea, die.

If the Kinfolk have silver bullets, they win this fight with heavy casualties, and Linnea survives. If the Kinfolk have evacuated to Rainbow Lake, this event doesn't happen.

### **Pitched Battle**

The characters also need to help thin out the Black Spirals' numbers. If they manage to kill at least as many

enemies as there are pack members, the Long Shadows Garou take fewer casualties; otherwise, Red Eye Ruth and Cries-Like-Rain die in the battle.

If the sept has a warrior pack from Rainbow Lake, the characters don't need to achieve this objective.

### Reinforcements

If Alecto's pack and the Rainbow Lake support arrive as reinforcements, double the number of Black Spiral Dancers in the previous objectives — but the reinforcements, who arrive shortly after battle is joined, achieve two objectives.

## The Cleansing of Seeping Rock

If the characters take the battle to the Hive, they face a terrifying, claustrophobic fight through lightless tunnels, trapped with explosives. The characters are quickly separated from the other packs and ambushed by six Black Spiral Dancers.

The last survivor flees, luring the characters into another trap: another tripwire that unleashes homemade napalm on the first three characters into the chamber (3A per turn, requires a whole turn to extinguish). While the characters are burning, Wretch, Eats-the-Fallen, and four more Black Spirals arrive to take them out. As the characters defeat Eats-the-Fallen, Alecto howls the retreat from deeper within the Hive: the bloody, gory work is done.

There are casualties. Choose or roll a d10 for each Storyteller character: on a roll of 1-2, they're dead, on 3-7 they're injured but limp home.

## Epilogue

With luck, the sept has found its purpose, and a leader, again. Rainbow Lake is there to provide support and assistance as the Long Shadows regain their strength, and now they're confident the smaller sept can shape their own destiny and don't need to be absorbed into Rainbow Lake.

## Appendix: Friends and Enemies

This appendix contains game traits for the story's antagonists, and Alecto, as the characters may come to blows with her. For other Garou characters, assume they have 6 dice in abilities they're skilled at, and 4 in other dice pools. Ahroun have 8 dice in combat pools, others have 7.

As per W20 p. 366, spirits use their Willpower to attack and Rage to damage on a successful hit. They use Willpower to soak damage and can dodge attacks by splitting their dice pool and using part for their Willpower-based dodge attempt. Damage is subtracted from a spirit's Essence.

## Discord Gaffling

Minor but numerous spirits of strife.

Rage 4, Gnosis 5, Willpower 3, Essence 15

**Charms:** Corruption, Incite Frenzy, Peek

## Malicet

Moderately powerful, Wyrms-tainted, spirit of strife.

Rage 10, Gnosis 8, Willpower 6, Essence 21

**Charms:** Armor, Incite Frenzy, Re-form, Tracking

## Black Spiral Dancer

Warrior of the Wyrms. Use this profile for most members of the Seeping Rock Hive. For Wretch, increase Dexterity, Manipulation, Stealth, and Subterfuge to 5.

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina (Implacable) 4 (6/7/7/6); Charisma 1, Manipulation 2 (0/0/0/0), Appearance 1 (0/0/1/1); Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness (Paranoid) 4, Athletics 4, Intimidation (Disturbing) 4, Occult 2, Primal-Urge 3, Stealth 3

**Gifts:** (1) Resist Pain, (2) one in each group encountered also has Wyrms Hide

**Rank:** 1 or 2

**Rage:** 6

**Gnosis:** 3

**Willpower:** 5

**Health:** 0, -1, -1, -2, -2, -5, Incapacitated

## Eats-the-Fallen

**Howl:** Fallen crusader

**Quote:** "Home isn't home anymore. Tastes like bone with the marrow sucked out."

**Breed:** Homid

**Auspice:** Philodox

**Tribe:** Black Spiral Dancer

### Revenge Run Amok

Sam Wakes-to-Starlight lost it after Seeping Rock monsters slew her uncle, Chase-the-Sun. She led most of her sept in a crusade against the Hive and was lost in the radioactive labyrinth. Her sept-mates assumed she was dead; the rest of her pack were. She survived, to be nursed back to health, then lured into dancing the Black Spiral by Wretch.

### Plots and Ambitions

- **Misery Loves Company:** Bring more of the Long Shadows to dance the Spiral; take their caern for the Wyrms.



### Territory

- **Seeping Rock Hive** A radioactive labyrinth in a bleak stretch of desert.

### Kinfolk, Packmates, and Enemies

- **Wretch (Mentor)** A trickster and tormenter, Wretch spent a year in the Long Shadows' captivity and emerged from it with a powerful desire to see the entire sept destroyed. Bringing Eat-the-Fallen into the fold, a parody of what her uncle tried to do to him, is what he calls "story-shaped." He likes that, so he likes Eats-the-Fallen.

### Whispers

- **Presumed Dead:** The Sept of Long Shadows believes Sam's dead. They're half right. Sam is dead, long live Eats-the-Fallen.

### Image

- **Homid:** a small, stocky woman with sore eyes and flaking skin, her human teeth filed to points.
- **Lupus:** a mangy black wolf, with ragged patches of dapple-grey fur she's partially torn out by the roots.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 2 (2/3/4/4), Stamina 3 (5/6/6/5); Charisma (Natural Leader) 4, Manipulation 2 (0/0/0/0), Appearance 1 (0/0/1/1); Perception 2, Intelligence 3, Wits 3

**Abilities:** Alertness 2, Athletics 2, Brawl 2, Empathy 1, Leadership (Compelling) 4, Primal-Urge 2, Etiquette 3, Stealth 3; Academics 2, Computer 1, Law 2

**Backgrounds:** Allies (Seeping Rock Hive) 3, Fate 2, Mentor (Wretch) 2

**Gifts:** (1) Persuasion, Resist Toxin, Shroud

**Rank:** 1

**Rage:** 5

**Gnosis:** 6

**Willpower:** 3

**Health:** 0, -1, -1, -2, -2, -5, Incapacitated

## Alecto

**Howl:** Young, overconfident warrior

**Quote:** "The caern belongs to her defenders."

**Breed:** Homid

**Auspice:** Ahroun

**Tribe:** Black Furies

### Last Woman Standing

Alecto's young. Her First Change is only a couple of years behind her, and she only came to the Long Shadows a year ago, following a set of visions. She's brave, tough, and unfailingly ready to fight, and she distinguished herself well in the final battle against Seeping Rock Hive. Afterward, she became pack leader despite her age and inexperience.

### Plots and Ambitions

- **Mine By Right:** Alecto's determined to be leader of the sept, mostly because she's scared any other leader would let it collapse.

- **Lead By Example:** There's no excuse not to fight when the sept is drowning in Wyrn taint. Fight to the bitter end.

### Territory

- **Long Shadows Sept** A small, faltering desert community.

### Kinfolk, Packmates, and Enemies

- **Cries-Like-Rain, Irene Walks-Backwards** Older Black Furies in Alecto's pack, and the only people she takes advice from.

- **Seeping Rock Hive** Every living Black Spiral Dancer in the Hive is Alecto's personal enemy

- **Anton Blunt-Claw** ...And so is this incompetent coward.

### Whispers

- **Shame:** When she's leader, she'll drive out everyone who shirked their duty to fight.

- **Death before Dishonor:** She'd rip out Anton's throat before she'd let him become leader.

### Image:

- A broad shouldered, muscular, mixed race (Caucasian and Latina) woman in her early twenties, with cropped hair (black except for one white patch) and a crooked nose. She's missing an incisor.

- A barrel-chested black wolf with a patch of white hair and a missing fang.

**Attributes:** Strength (Grip) 4 (6/8/7/1), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/5); Charisma 3, Manipulation 2 (0/0/0/0), Appearance 2 (1/0/2/2); Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics (Feats of Strength) 4, Brawl (Dirty Fighting) 4, Intimidation 3, Leadership 2, Primal-Urge (Danger Sense); Animal Ken 1, Etiquette 2, Melee 3, Survival 2; Academics (History) 1, Medicine 1

**Backgrounds:** Ancestors 2, Pure Breed 3

**Gifts:** (1) Heightened Senses, Pack Tactics, Razor Claws; (2) Kali's Tongue, Staredown, True Fear; (3) Wind Claws

**Rank:** 3

**Rage:** 7

**Gnosis:** 3

**Willpower:** 7

**Glory:** 7

**Honor:** 3

**Wisdom:** 1

**Health:** 0, -1, -1, -2, -2, -5, Incapacitated

## Anton Blunt-Claw

**Howl:** Guilt-wracked observer

**Quote:** "What's past is past. Turn your eyes to the future."

**Breed:** Homid

**Auspice:** Theurge

**Tribe:** Children of Gaia

### Too Little Too Late

Anton was never ambitious. He fought because it was his duty and abstained from conflict where he could, willing to support rather than lead. The first time anyone really knew what he thought was when he refused to fight to avenge Chase-the-Sun, whose deeds shocked and appalled him. He regrets joining the fight too late, but he wants to see the sept move past its defeat... and that means opposing Alecto's obsession with war with every bone in his body.

### Plots and Ambitions

- **Run the Show:** Anton truly believes he's the leader the sept needs to take them into a time of peace.

- **The Great Forgetting:** Chase-the-Sun's experiments and Wakes-to-Starlight's crusade are a dark chapter in the Long Shadows' history, and he'd prefer they were never spoken of.

### Territory

- Long Shadows Sept

### Kinfolk, Packmates, and Enemies

- **Dolores Knows-Loss (Ally)** Second in command of Anton's pack. A patient woman who keeps her thoughts to herself; he knows she disagreed with his decision to keep the pack out of the fighting, but she was loyal anyway. He values that loyalty more than he can express.

- **Alecto** Not only a brash, grating person but a danger to the sept.

### Whispers

- **Craven Heart:** Anton's reluctance to fight had nothing to do with principles, and everything to do with cowardice.

### Images

- Muscular, athletic Caucasian man with sun-bleached hair. Rarely wears a shirt.

- Long-furred wolf with golden brown fur.

**Attributes:** Strength 3 (5/7/6/4), Dexterity 2 (2/3/4/4), Stamina 3 (5/6/6/5); Charisma (Approachable) 4, Manipulation 3 (1/0/0/0), Appearance 3 (2/0/3/3); Perception (Intuition) 4, Intelligence 3, Wits 2

**Abilities:** Brawl 2, Empathy 3, Expression 3, Leadership 2, Primal-Urge 2; Animal Ken 2, Drive 2, Etiquette 3, Firearms 1, Survival 2; Academics 1, Investigation 2, Law 1, Rituals 3

**Backgrounds:** Allies 2, Contacts 3, Resources 1, Rites 1, Totem (Horned Lizard) 2

**Gifts:** (1) Brother's Scent, Mercy, Mother's Touch, Smell of Man (2) Speech of the World, Umbral Tether

**Rank:** 3

**Rage:** 3

**Gnosis:** 6

**Willpower:** 5

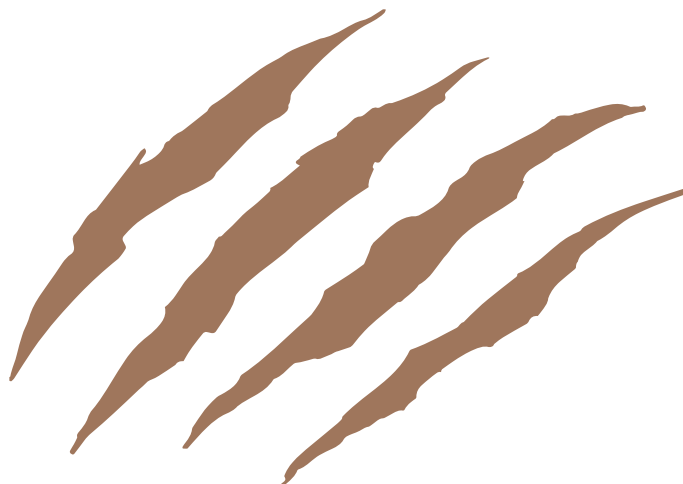
**Glory:** 2

**Honor:** 2

**Wisdom:** 7

**Rites:** Rite of Cleansing

**Health:** 0, -1, -1, -2, -2, -5, Incapacitated





# Ready-Made Characters

*"We fight this fight because we have no other choice. But what a grand and righteous obligation it is!"*

— Katla Gandr Dancer Valsdottir, *Get of Fenris Theurge*

Perhaps it's redundant to say werewolves come in many forms, but it's the task of this chapter to show you some of the many ways in which a Garou may appear in your chronicles of **Werewolf: The Apocalypse**.

The characters presented here are perfect for use either as playable characters, as supporting characters, or even as antagonists in a story. It's a simple task to change a tribe or shift a dot from Attribute to another, if you want to tweak them at all, and names, genders, and every other aspect of a character is utterly flexible.

Meet some of Gaia's youngest prospective champions, and perhaps start telling stories while occupying these roles.

---

## JoAnna Woertz

**Howl:** Social Media Influencer

**Quote:** *"Hey, fam! Hit like and subscribe so we can keep dismantling systemic injustice together!"*

**Breed:** Homid

**Auspice:** Ragabash

**Tribe:** Black Furies

### Subversively Cute Video Star

Systemic injustice is a Garou problem. Patriarchy is a Garou problem. Racism is a Garou problem. Protecting Gaia isn't only about stopping ecological disaster, it's also about eliminating the reasons the humans create to crush the world beneath their heels. JoAnna sees these issues and doesn't care who she must go toe-to-toe with to prove her points. She's been like this since she was able to walk, and she's not stopping now she's back to four legs part of the time.

JoAnna's First Change was a minor breach of the Veil. It's still on the internet somewhere. She had made a series of Short-Vids about dismantling corporate subsidies, and well, her passion got the better of her. She destroyed her room and put her best friend in the hospital. Alice is fine, but this situation still eats at JoAnna, and she doesn't see her friend often these days. She chose the Furies as her tribe from the moment she was told about their overarching mission. She was a lost cub anyway, so there weren't any tribal elders to get in her way.

While still young, JoAnna made a splash during her Rite of Passage, planning and leading an attack on a Wyrms-corrupted city councilman. She's been pushing the use of effective social media messaging to get the sept's Kinfolk candidate elected, and he has a strong lead in the polls due to her work. This has earned JoAnna the deed name *Medusa's Advocate*, which she wears as a badge of honor. Some of her tribemates accuse her of buying into man's tools and constructs, particularly around "being cute" as part of her social shtick. JoAnna laughs at these barbs: "I'm my own woman. I control this image. I control this narrative. I'm cute because I like it and it works. What's your plan?"

### Plots and Ambitions

- **Local Elections First:** JoAnna leads the social engagement campaign for a local Shadow Lord Kinfolk, Mark Sanders. Getting him elected is an uphill battle against the monied interest of the local Pentex subsidiaries, but things are looking up.

- **Talesinger's Apprentice:** "It's a job for Galliards. Go away No-Moon." The Talesinger of JoAnna's sept is a staunchly conservative Galliard with zero interest in her





desire to apprentice for the position. JoAnna wants it and is cooking up a way to make it happen.

### Territory

- **The Hot Take (Contacts, Resources)** A coffee shop downtown, it's also where JoAnna holds open mic nights. The event pulls in the normal crowd of barely capable artists, poets, and modern-day beatniks. It also attracts a weird cross-section of night creatures, and JoAnna uses this as a neutral ground for exchanging information with beings she should probably avoid. She gets a cut of the door fee and tips for promoting the event online.

### Kinfolk, Packmates, and Enemies

- **CubeIncel:** Dancing the Spiral doesn't always make one an incoherent rage monster. The Black Spiral Dancer known as CubeIncel is smart, too smart. He revels in his identity as both a Wyrms-tainted Garou and a misogynist. He recently noticed JoAnna's feed and realized through subtle cues she is Garou. He's begun a counter-campaign, with the goal of catching her attention so he can lay a trap she'll be unable to avoid tripping.

- **Stewart Cameron, JD.:** Stewart hated being reminded he was Kinfolk. Particularly because his kin are Bone Gnawers, and Stewart saw himself as better than them. When Pentex came calling, he ran headfirst into their arms. Now he's running for his second term on the city council and facing all kinds of flak for his corporate interests from his opponent. Thankfully, he's got a First Team at his beck and call, and the IP address for where his opposition is launching their social media messaging.

- **Cries in Light:** The internet is a safe place for a metis, because no one needs to know you're hated by your family, sept, and culture. Cries in Light is legally blind and uses a

mix of screen reading tech and magnification to engage with the virtual world. They have caught on to CubeIncel and others stalking JoAnna and are considering PMing her to ask if she needs help. Being on the other side of the pond doesn't help either, as Cries in Light is a cloistered metis of the Fianna on the Isle of Man.

- **Charlotte Spits at the Serpent Woertz:** While she doesn't know what her granddaughter spends all her time doing, she does love and respect her. As an elder she could step in and mentor the young wolf, but Charlotte thinks JoAnna is doing alright without guidance. She doesn't tell her, of course; coddling a Cliath does no one any favors. Still, she's a quiet advocate for her granddaughter's skills, mission, and methods.

### Whispers

- **Glass Walker in Training:** A persistent story around the sept is JoAnna is planning to leave her tribe for the Glass Walkers. If anyone were to approach her about this she'd growl and walk away.

- **Edge of Harano:** A bright personality is a great mask for being close to falling into the hell of harano. Falling into that state may explain some of the strain around JoAnna's relationships.

- **Talks with Wyrms Beasts:** Another young Garou is whispering about JoAnna having regular meetings with Wyrms beasts. So far this has been dismissed as youthful envy.

### Image

JoAnna changes her hair color about twice a month, if not more. She also cycles through a series of wigs for when she picks a poor hair cut choice. Her closet is stuffed with all manner of clothes of various styles: in, out, or retro, depending on her mood for the day. She's 5'4" and usually she's stabbing a finger in the air to add some specific emphasis. Some days she adds piercings in her nose, ears, and lips, but since none are permanent, being Garou, she cycles through those nearly as frequently as she does hair color. In any shape with fur, she is a gray wolf with white feet and legs. She has a white star pattern over one eye.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 2 (2/3/4/4), Stamina 2 (2/5/5/4); Charisma 3, Manipulation 3 (1/0/0/0), Appearance 4 (3/0/4/4); Perception 2, Intelligence 3, Wits 4

**Abilities:** Empathy 1, Expression 2, Intimidation 2, Leadership 2, Subterfuge 2; Etiquette 3, Firearms 1, Performance (Dancing) 3, Stealth 2; Computer (Social Media) 4, Enigmas 3, Investigation 1, Law 2, Technology 3

**Backgrounds:** Allies 2 (Cries in Light, Mark Sanders), Ancestors 1, Contacts 2, Resources 1

**Gifts:** (1) Apecraft's Blessing (Homid), Persuasion (Homid), Infectious Laughter (Ragabash), Wyld Resurgence (Black Furies)



**Rank:** 1 (Cliath)  
**Rage:** 1  
**Gnosis:** 1  
**Willpower:** 4  
**Glory:** 1  
**Honor:** 1  
**Wisdom:** 2

## Soft as Snow Falling

**Howl:** Gentle Wolf

**Quote:** "Can we have a snuggle after this mission? It helps calm me."

**Breed:** Lupus

**Auspice:** Ragabash

**Tribe:** Red Talons

### Not Everyone is a Warrior

As the "Big Wolf," Soft as Snow Falling was in charge of the pack when his father was gone on Man-Wolf business. Mother was dead, so it made sense. He loved to play with the second litter, but sleeping next to them and protecting made him most happy. The hunters caused his First Change. They shot the youngest of the second litter, and this made Soft as Snow Falling *rage*. The men were dead quickly. He cried in human-form afterward, and then his father came. Soft as Snow Falling doesn't like the Garou world. It's about *rage*: fight, kill, hunt, hunt, don't stop. No time for rest or exploration. No time for warm cuddles after a nice run. His Rite of Passage was hard. It was all about human things, going into evil human dens and taking their secret paper. He did this deed and was recognized as part of the tribe. Still, the tribe push him and growl a lot.



Sometimes they hit, bite, or claw. Soft as Snow Falling doesn't like these times. If called to a pack, he will join them, but only if the pack will give him time to be gentle, maybe take a mate and raise pups. He likes pups. In fact, the one fight he started was against a kin wolf who nipped a pup too hard.

### Plots and Ambitions

- **Join a Wandering Pack:** The Red Talons of his sept are insular, but they have an alliance with another multi-tribal sept a hundred miles away near the city. Packs of youngwolves are forming there, and Soft as Snow Falling is considering petitioning to join them.

- **Spirit's Voice:** The spirit of his mother has been plaguing his dreams. She keeps prodding him awake at night. "There are bad scents in the air. Human-Thunder-Beasts in the distance. You cannot protect the pups if you do not get up." The dreams fade quickly, but maybe there is something prophetic about them.

### Territory

- **High Trees and Rock:** A quiet place to rest, Soft as Snow Falling sleeps here when he needs time to himself. The spirits keep the place gentle and soothing for him, except for the soft, distant call of the Whippoorwill in the distance.

- **Dens of Wyrms-Humans:** Near to the forest are a series of Endron offices, where Pentex is planning both a strategic natural gas drilling and wolf-hunt tourism. While the Talons raided them, they were recorded, and the company is now planning more aggressive response measures.

### Kinfolk, Packmates, and Enemies

- **Sky-Fire:** The leader of Soft as Snow Falling's pack, Sky-Fire is a Galliard warrior who wishes his Ragabash took his role as a warrior more seriously. He's made contact with a sept far from their home, seeking to offload the "weak" Garou.

- **Rain Flows Under Her Nose:** A young pup who has recently had her Change, this Garou is being trained to take on Soft's role in the pack. She admires him though and has no ill will toward the older wolf.

- **Tree Speaker:** Being a Theurge in the Talons is hard. The Umbra is closer in the wilderness, and the spirits are angry. Tree Speaker has noticed Soft has the essence of the spirit-touched upon him and is using this connection to help with calling upon the spirits of the land around their caern.

### Whispers

- **Broken Litany:** The other Talons snarl and question if perhaps Soft as Snow Falling is actually a Metis pretending to be lupus because he was raised away from the sept.

- **Weaver Touched:** Other snarls tell a story about a Weaver spirit visiting the wolf late one night and messing with his mind.

- **Fallen to the Wyrms:** When fighting Wyrms beasts, Soft drank their blood and is in thrall to a leech-human.

## Image

Named for his fur as much as his demeanor, Soft as Snow Falling is a nearly pure white wolf with small lines of black fur on his paws. In homid form he appears to be a very short man with uncannily blue eyes. He will only choose aggression if a child or pup is in harm's way or if ordered to by a higher ranking Garou.

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 2 (4/5/5/4); Charisma 3, Manipulation 1 (-1/-2/-2/-2), Appearance 2 (1/0/2/2); Perception 3, Intelligence 4, Wits 3

**Abilities:** Alertness 3, Athletics 3, Brawl 1, Empathy 2, Expression 2, Leadership 1, Primal-Urge 1; Animal Ken 3, Etiquette 2, Larceny 2, Survival 2; Enigmas 1, Investigation 3, Occult 1

**Backgrounds:** Fate 2, Pure Breed 2, Spirit Heritage 1

**Gifts:** (1) Scent of Running Water (Ragabash), Prey Mind (Lupus), Beast Speech (Red Talon)

**Rank:** 1

**Rage:** 1

**Gnosis:** 5

**Willpower:** 3

**Glory:** 0

**Honor:** 1

**Wisdom:** 3

## Alexander Jacobson

**Howl:** Warrior first, peace after

**Quote:** *"We need Wyrmb-damned unity of purpose, now! Shut your mouth and let's plan this attack before it's too late, understood!"*

**Breed:** Homid

**Auspice:** Ahroun

**Tribe:** Child of Gaia

### We make war that we may live in peace

"Violence begets violence and becomes a cycle of self-harm as much as anything." This was the lesson Alexander was taught by his parents, who struggled with the violent actions of their nation against their Palestinian neighbors. At the same time, his uncle was a Garou, and violence against key targets of the Wyrmb and Weaver was a necessity for survival, wasn't it? Alexander's First Change was presaged by his involvement in pro-Palestinian protests and environmental activism. The pressure mounted and finally he exploded, murdering a squad of police and their military backup. Getting him smuggled out of the country was easier than expected, and smart, considering he was only a few months away from mandatory military service.

Alexander earned the deed name, *First to Fight* during his Rite of Passage, where he quickly took command of his pack



and dove headfirst into a nest of vampires in Ankara, Turkey. Since then, he's been on training duty, moving from one sept to another to train new Garou on tactics and ethics informed by the Litany. He's taken on his uncle's view of things; war must come before peace. To make war effectively, the Garou must work together, and bridging disagreements is important to said goal. He often surprises more senior Garou by saying, "Fight the Wyrmb now; bicker about bullshit later."

### Plots and Ambitions

- **Bomb the Bank:** Alexander has recently discovered a bank president in Rio with connections to the devastation in the Amazon who stinks of the Wyrmb. While it's low on the mission list, he's been advocating for a quick, explosive strike on the bank while the president works late one evening.

- **Back to Basics:** Alexander is generally avoiding returning home, but his uncle keeps pressing him to return to at least visit his parents. If he does, his neighbor has been watching and waiting for him to return.

- **Bar None:** Sometimes Alexander pushes too far. At a Shadow Lord bar, he recently insulted an Adren Ragabash, Sven Stormcrow, who is now planning his revenge. Whether it will be violence, or simply social embarrassment, is something Sven is still mulling over.

### Territory

- **The Oasis (Mentor)** This natural oasis is home to a small caern and sept of revelation. Alexander's uncle is a member of the sept but currently holds no official position, freeing him to travel with his nephew.

- **The Synagogue (Ancestors)** Having dreams of being at prayer is fairly common for Alexander, but these particular dreams are active and pressing. One shows the outline of an older syna-



gogue with elegant, woodcut designs. It's unclear exactly where this is, but Alexander's ancestors seem to be begging him to find out.

#### Kinfolk, Packmates, and Enemies

- **Nails/Nessie Bates (Contact)** Alexander is making enemies in the Nation because he doesn't know when to keep his mouth shut. Nails, of the Broken Tusk pack of the Three Princes Sept (see **Apocalyptic Record** p. XX), is impressed with Alexander's skill but is being pressed by her packmates to demonstrate to the Fostern that he has stepped out of his lane.

- **Peter Eisenberg (Enemy)** This old man seems innocuous, boring even. However, he's been the eyes and ears of the Wyrms in his village for nearly 40 years now. Peter isn't anything more than an informant, which is bad enough.

- **Saul Jacobson (Pack Member)** Alexander's uncle is an Athro of the Children of Gaia with a pile of secrets in his closet. Rumor persists among Kinfolk that he has been passing on scraps of the Rite of Sacred Rebirth. He's been pulling these secrets from a Mithraic temple only he's aware of.

#### Whispers

- **A Target:** A few kin have been saying Saul is planning to throw Alexander in front of some powerful Wyrms creatures so he'll die, and his skin can be given to a more worthy Kinfolk to appropriate and draw power from.

- **Prophecy of the Sacred Stream:** Several Theurges have begun receiving spirit visitations with Alexander's name attached to them. Each has the image of a small waterfall stream in them and end with a powerful flash of light.

- **Lost Fetish:** Alexander is said to have lost a minor fetish in a fight recently, which has given his detractors ammunition to show his actions and decisions are careless.

#### Image

Alexander is a strong, slightly stout man barely under six feet tall. He has dark swept back hair and used to wear glasses before his change. When he's not angry he usually has a gentle smile. In Lupus he is a dark grey wolf. He's normally pacing back and forth if he doesn't have a specific place to be and when he does, he moves with intense purpose.

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 4 (6/7/7/6); Charisma 3, Manipulation 2 (1/-1/-1/-1), Appearance 1 (0/0/1/1); Perception 3, Intelligence 3, Wits 2

**Abilities:** Alertness 2, Brawl 2, Expression 1, Intimidation 2, Leadership 2, Primal-Urge 1, Streetwise 2, Subterfuge 1; Animal Ken 1, Firearms 2, Larceny 1, Melee 2, Stealth 2, Survival 1; Academics (Military Tactics) 1, Computer 1, Investigation 1, Law 2

**Backgrounds:** Ancestors 1, Contacts 2, Fate 1, Mentor 1

**Gifts:** (1) Persuasion (Homid), Inspiration (Ahroun), Resist Pain (Child of Gaia); (2) True Fear (Ahroun), Unicorn's Arsenal (Child of Gaia)

**Rank:** 2

**Rage:** 5

**Gnosis:** 1

**Willpower:** 4

**Glory:** 4

**Honor:** 1

**Wisdom:** 2

## Larmina "Red Sky" Ahmadi

**Howl:** Rural School Girl turned Wolf

**Quote:** "I will not be silenced."

**Breed:** Homid

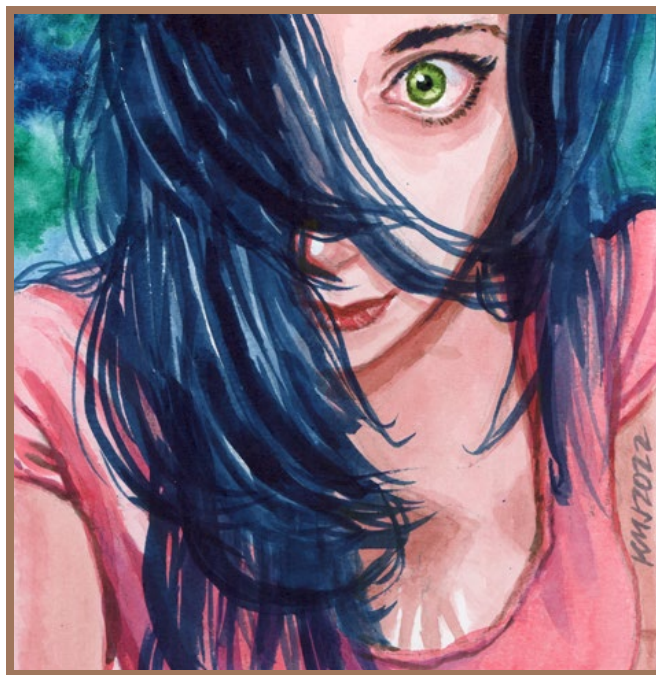
**Auspice:** Ahroun

**Tribe:** Stargazers

#### Learning On the Job

Sadly, being shot by the Taliban for attempting to go to school has not been uncommon in rural Afghanistan. What is uncommon is one of those girls transforming into a rampaging Hispo wolf and ripping the attacking men to ribbons. Larmina's parents were only vaguely aware they were Kinfolk and were unsure what to do with their daughter. Thankfully a wise Sufi lived in their village, and he took the girl to meet her Stargazer family. When Larmina demanded to be trained in Afghanistan, the pack's Theurge smiled and agreed.

Over the last year, Larmina has gone from being involved in attacks against Wyrms-diseased targets around the country to leading these strikes. She has earned her deed name due to the bloody rain she has created from men's



corpses. Recently, she has been contacted by relatives living in the United Kingdom, with an open request to travel to their sept whenever she would like. She's considering the move, as it will give her an opportunity to learn from other Stargazers farther afield and provide training for when she returns home.

### Plots and Ambitions

- **Rank Challenge:** Larmina is close to having enough Renown to challenge for her next Rank. However, her mentor, Runs-Like-Light, seems to be pushing back against her right to do so. This makes her angry, and part of why she is considering moving to another sept is to take advantage of a different Master of the Challenge.

- **Full Copy of the Discourse on the Form Breaking Fist:** A small scrap of this manual was translated into English and given to Larmina. She is aware of where Master Gonji lives, due to the whisper network of the tribe, and is considering requesting permission to seek out and apprentice to him.

### Territory

- **The School (Kinfolk)** This small school was built by NATO coalition forces during the mid-2010s and acts as an important central location for Larmina's village. It also acts as a strategic planning location for her and her pack for their attacks. The building has a central meeting place, a small office for the teacher, and two western style locker rooms used by many locals. Unknown to the pack, the location is bugged, and someone is listening to their plans.

### Kinfolk, Packmates, and Enemies

- **Runs-Like-Light (Mentor)** A Stargazer lupus from Tajikistan, he is an Athro Theurge who followed spirit signs leading him to Larmina. Normally, Stargazers in training are brought to Tibet or Nepal for training, but Runs Like Light and Chimera agreed she should be trained close to home, for now. He has been receiving messages from tribal elders for two weeks to return home but has so far ignored this summoning.

- **Gulraiz Hamadi (Kinfolk)** Before her Change, Larmina's father was sympathetic to the Taliban, as he had briefly fought alongside them as a boy during the Soviet invasion. However, he was also raised on stories of his ancient warrior women ancestors and is slightly in awe of his child. Gulraiz will do anything to protect his daughter, which is why he keeps paying off the Taliban who Continually demand she marry one of their fighters.

- **Bahrom Victory over Resistance (Packmate)** Larmina's packmate, Bahrom, was born to a very conservative Tajik family and still carries some of those ideas in his head. So far, he's not gotten too vocal in his disagreement with Larmina joining the pack, but now that she's leading raids he has started to push back.

### Whispers

- **Choosing Another Path:** Some are saying Larmina is considering leaving her tribe to join the Black Furies, as she finds herself agreeing with their worldview.

- **Scared of the Wolf:** Because she spends so little time in lupus form, a few members of her pack have started to wonder aloud if she is scared to be a wolf.

- **Too Much Power:** Such a young Garou should not have a fetish at all, and it's scandalous — Larmina has two! Her parents were the caretakers of both and gave them to her soon after her Rite of Passage.

### Image

Larmina is generally quiet until she knows those around her. When she does, she is unafraid to state her opinion. She is a short young woman in her late teens with dark, straight hair and piercing greenish-brown eyes. In wolf form she is a very average looking grey wolf.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 4 (4/5/6/6), Stamina 4 (6/7/7/6); Charisma 2, Manipulation 2 (0/-2/-2/-2), Appearance 2 (1/0/2/2); Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics 2, Brawl 2, Empathy 1, Expression 1, Intimidation 2, Leadership 1, Subterfuge 1; Animal Ken 1, Crafts (Weaving) 2, Etiquette 3, Stealth 2, Survival 1; Academics (Political Science) 2, Enigmas 1, Investigation 1, Law 1

**Backgrounds:** Fetish 3, Kinfolk 1, Mentor 2

**Gifts:** (1) Master of Fire (Homid), Falling Touch (Ahroun), Iron Resolve (Stargazers) Sense Wyrms (Stargazers)

**Rank:** 1

**Rage:** 5

**Gnosis:** 3

**Willpower:** 6

**Glory:** 3

**Honor:** 1

**Wisdom:** 1

**Fetishes:** Nyx's Bangle (see **Werewolf: The Apocalypse**, p. 222), Dagger of Retribution (see **Werewolf: The Apocalypse**, p. 223)

---

## Jakov Ogundadegbe

**Howl:** Cross-Cultural Team Builder

**Quote:** "I hear what you are saying. Why don't we take a moment to consider her point of view?"

**Breed:** Homid

**Auspice:** Galliard

**Tribe:** Shadow Lord





### Turn Those Stereotypes Upside Down

Conniving, sneaky, backstabbing, power hungry — all stereotypes of the Shadow Lords, and Jakov is doing all he can to turn these ideas on their ear. Jakov's mother, Elina, is a Croatian Shadow Lord, and his father was Kinfolk from Nigeria. The two met in Atlanta, Georgia and settled down there. Jakov speaks four languages and grew up completely aware of his heritage, traveling regularly to Europe and Africa. With all of this, it would have been easy for him to feel "other," but he has the ability to make friends quickly and tear through stereotypes and objections to really understand people. He does sometimes feel separate or other, but often he's quickly holding court as the center of attention in a room.

Assuming he wasn't going to Change, Jakov entered college for cross-cultural business and sprinted through his MBA in 4 years. Getting hit by a cab after graduation should have been a death sentence, but instead it was the force needed to kickstart his Change. The cab was ruined, but Jakov quickly got control of himself and threw himself headfirst into Garou issues, using the skills he'd picked up to quickly make himself a trusted diplomat. As a Galliard, people expect him to talk, but they aren't usually expecting to like him so damn much.

### Plots and Ambitions

- **Unite the Region:** There are several septs in the area around Atlanta, and they have been at war more often than they have been allied over the years. Jakov is convinced he can bring everyone to the table and get a fully organized Garou presence in the region.

- **Everything He Appears to Be:** Very few Garou who hear about Jakov think he's who he claims to be. They

assume he's playing some form of Shadow Lord game of dominance. Maybe he is, but if so, he's doing the job with a lot more earnestness than his tribe are known for.

- **Ahadi in America:** Jakov's father introduced him to members of the Ahadi, and he's convinced this cross-fera alliance can be replicated in the Americas as well. So far, he has made connections with a Corax, *Adrian Sun-Seeds Sword Siegel* and a Ratkin, *Matt Speaks With Wind*, with the goal of getting them to work with him, his pack, and the sept. He's kept these connections quiet, because he doesn't want them to disrupt his overall plans for regional unification.

### Territory

- **Baldwin's Court (Contacts)** Jakov is tall, closer to 7 feet than 6, and he was pushed as a kid to pick up basketball because of his height. The truth is, he's good at the game and plays to keep his Rage in check, finding it nearly meditative. He's made quite a few connections and contacts via playing pickup games at the court.

### Kinfolk, Packmates, and Enemies

- **Juris Pupcenoks, a Margrave (Ancestors)** Juris claims to have been a Margrave in centuries past and appears to Jakov as a mysterious, shadowy mist. He seems to know a lot about the Storm Eater and mentions the spirit in cryptic ways.

- **Adrian Sun-Seeds Sword Siegel (Contacts)** Adrian is a courier for the Hermetic Order of Swift Light, and this makes him a contact with lots of his own Contacts. Adrian has recently been worried about a rumor of rampaging Skull Pigs and feral hog fomori.

- **Hannah (Contacts)** This strange woman wears a pale Greek tragedy mask and covers herself in a veil. She knows a lot of interesting things, but she's clearly some form of monster Jakov shouldn't know and trade information with.

### Whispers

- **Meeting With Monsters:** A known leech frequents Baldwin Court after nightfall, and there are some who wonder if Jakov has willingly met with this monster.

- **Clearly Planning Something:** Of course, this charismatic young Shadow Lord is planning some sort of underhanded assault on the Garou of the region, right? There is no way anyone can take him at face value.

- **Breaking the Litany:** Jakov is particularly close to *Alicia Breaks their Feet Simmons*, and there are rumors milling around about their relationship becoming sinful.

### Image

- Jakov is an impressively tall Black man with noticeably long fingers and large hands. He has a quick smile and an attention-grabbing voice and demeanor. He dresses for the situation but tends toward light shirts and basketball shorts when he wants to relax. In Lupus form he is a slate grey wolf with flecks of black at the edges of his fur.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 4 (4/5/6/6),

Stamina 3 (5/6/6/5); Charisma 4, Manipulation 4 (2/1/1/1), Appearance 2 (1/0/2/2); Perception 3, Intelligence 2, Wits 2

**Abilities:** Alertness 1, Athletics (Basketball) 4, Empathy 1, Intimidation 1, Leadership (Team Building) 4, Streetwise 1, Subterfuge 1; Etiquette (Rapport) 4, Stealth 1; Academics (Business) 2, Computer 2, Enigmas 2, Investigation 1, Law 1, Occult 1

**Backgrounds:** Allies 1, Ancestors 2, Contacts 3, Pure Breed 3, Resources 3

**Gifts:** (1) Persuasion (Homid), Mindspeak (Galliard), Aura of Confidence (Shadow Lord), Shadow Weaving (Shadow Lord)

**Rank:** 1

**Rage:** 4

**Gnosis:** 2

**Willpower:** 5

**Glory:** 2

**Honor:** 1

**Wisdom:** 3

## Jo "Ms. Fix It" Packard

**Howl:** Lupus-Born Master Mechanic

**Quote:** "Don't cross the wires. \*zap\* I said not to cross the wires."

**Breed:** Lupus

**Auspice:** Galliard

**Tribe:** Glass Walkers



### Can We Fix it? Yes, We Can.

Jo's life started at the doorstep of the Packard Metalworks factory warehouse, but at least she was somewhat loved and cared for. The Glass Walkers weren't ready to raise a wolf pup in such a setting, but they had a strong feeling she was destined to change. She was clearly highly intelligent and loved sticking her nose into things, particularly where electricity was involved. She just couldn't seem to resist being around anything technical. She went through her First Change after being kicked repeatedly by a night shift employee of the factory. There wasn't anything left of him after her rampage, and the tribe was happy to wipe his identity from their records. Jo isn't great with other people, but she has an eye for technology and getting her talking about her newest toy is the quickest way to get her to open up.

Since her Change, Jo has thrown herself full force into tech projects. She loves to take things apart and put them back together. Even better, she loves making improvements to the things she dismantles. She has the tools and skill to bespoke craft things in plastic, metal, and wood. A few weeks ago, she built her own industrial 3D printer, and the caern is littered with her projects, which are now incorporated into various shrines.

### Plots and Ambitions

- **Enhance the Spirits:** Jo is an amazing mechanic, and probably should have been born a Theurge. However, she has recently begun investigating mechanical methods to empower sept spirit patrons, maybe even the caern totem itself.

- **History of Carly Lives True:** Jo discovered some cast off information about Carly (see *Apocalyptic Record* p. XX) and is curious who this Black Fury was and why they seem to be connected to the Glass Walkers.

- **The Minotaur:** A few of the Kinfolk in Jo's sept have a Minotaur tattoo, and she is really curious about the reason for this. However, since she is so shy, she has yet to broach the topic.

### Territory

- **The Factory (Influence)** Jo grew up in a factory complex, which is also her sept. While she was hidden away from people before her Change, she became a fixture of the place afterward, and nearly everyone in the business knows and likes her. She even has her own office and carries the honorary title Vice-President of Product Review.

### Kinfolk, Packmates, and Enemies

- **Stanley Packard (Kinfolk)** While not Jo's direct relation, Stanley is the CEO of Packard Metalworks and is an important figure in the business and sept. He recently was gifted a copy of the SigRender PR 3.1b (see *Apocalyptic Record* p. XX) but hasn't shared its capabilities with the sept yet.

- **Madre de Pantalones Holgados (Contact, see *Apocalyptic Record* p. XX)** Jo met the sept leader of the Sweet



Water Sept before she gained her role and title, and the two have kept in contact via email and gift packages.

- **Searches With Sting (Packmate)** Getting a mocking deed name isn't usually great, but Sting lives with it. It's what he deserves for not knowing how to change his default search engine. He trusts Ms. Fix It with his life but is also wary because he knows one of the secrets of who Jo's parents are.

- **Paul Marshalls, Pow Comics Artist (Enemy)** Paul used to work at Packard and never liked Jo. He didn't understand why this teenager had an office and a job title and definitely didn't understand why she was allowed to give advertising suggestions. When Paul left, he went to work for Pow Comics, and his current project includes a barely obfuscated storyline with Jo as a main antagonist.

### Whispers

- **Not Gaian:** When a random wolf pup shows up in an oily cardboard box, well, talk happens. No one knows who Jo's parents are, for sure, but there are persistent rumors she is a Black Spiral Dancer's child.

- **Overstepping:** A few of the Theurges in the sept are frustrated with Jo's additions to the sept's shrines. These were added without their input, and they are debating what to do. However, they do seem to be helping, so the issue hasn't escalated to censure yet.

- **Perfect Metis:** Jo is fascinated with stories about the Perfect Metis. She has been scouring the internet for rumors, connections, and stories. She has a close connection to the metis in her sept and does all she can to support them.

### Image

- Jo prefers flannel and jeans over any other clothes. She has wavy black hair and a deep brown skin-tone. She is quiet, struggling to be social, until you put a mechanical puzzle in her hands, and then she lights up like a Christmas tree. In wolf forms she is a nearly pure white wolf, with a grey crescent moon on her belly.

**Attributes:** Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 2 (4/5/5/4); Charisma 2, Manipulation 2 (0/-1/-1/-1), Appearance 2 (1/0/2/2); Perception 4, Intelligence 4, Wits 3

**Abilities:** Alertness 1, Athletics 1, Brawl 1, Streetwise 1, Subterfuge 1; Crafts (Carpentry) 3, Crafts (Metallurgy) 3, Crafts (Mechanics) 3; Computer 2, Enigmas 1, Investigation 2, Medicine 1, Occult 1, Science 3, Technology 3

**Backgrounds:** Contacts 2, Influence 2, Kinfolk 2, Resources 2

**Gifts:** (1) Heightened Senses (Lupus), Perfect Recall (Galliard), Diagnostics (Glass Walkers)

**Rank:** 1

**Rage:** 4

**Gnosis:** 5

**Willpower:** 5

**Glory:** 2

**Honor:** 1

**Wisdom:** 2

## Javon "Keeper of the Family Stories" Molin

**Howl:** Collector of Stories

**Quote:** "Can you give me a moment – I gotta find my pen. Okay, now start off with the attack again, please?"

**Breed:** Homid

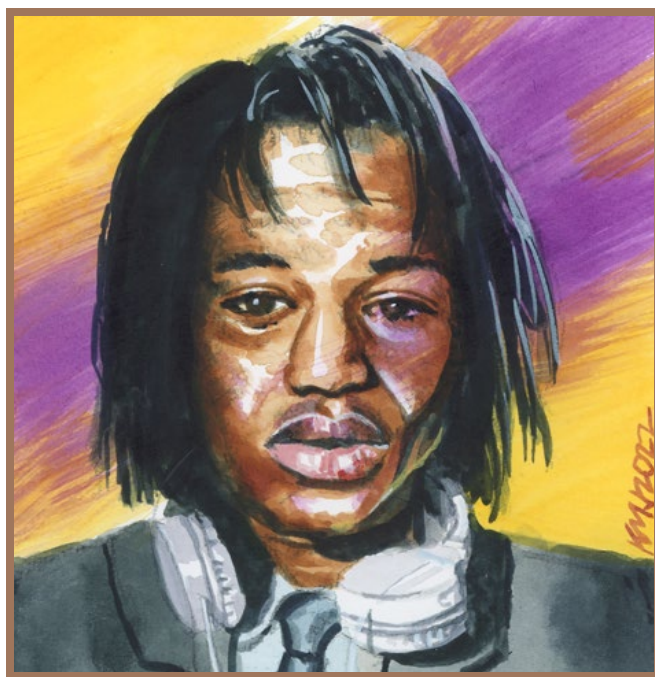
**Auspice:** Galliard

**Tribe:** Bone Gnawers

### No Ancestors Doesn't Mean No Stories

Do well in school, Javon. Keep clean, Javon. Keep your nose out of trouble, Javon. Well, Javon tried. He loved reading, threw himself into it even, and did moderately well at school. Tests weren't fun, because to Javon they always focused on the wrong thing. They missed the compelling soul of the story. Javon's First Change came after weeks of stress over high school testing, after which he embarrassingly tripped over his feet and smashed his nose on the pavement outside his house. Thankfully, his uncle Matthew and aunt Alice arrived soon after and got him calm.

It was obvious why Javon was so in love with stories when he discovered he was a Galliard, and he devoted himself to learning as many of the oral traditions of his people as he could. When he discovered the Bone Gnawers didn't have a connection to their Ancestors, he thought of his mother's family bible, a place to keep track of lineage, history, and



deeds. He started doing the same thing, writing down the deeds of his people's ancestors. He has ten volumes now of Bone Gnawer stories, and he's working on the next. He's heard of John North-Wind's-Son's project to collect all Garou stories, and he's interested in helping.

### Plots and Ambitions

- **Stalking the Known Wolf:** Javon has heard of John North-Wind's-Son but hasn't been able to find anyone who actually knows the tale collector. He's started stalking him online and via spirit messengers to attempt to get a lock on his location.

- **Mother Larisa's Tale:** The ancient Bone Gnawer is said to still be holding onto life within the Sept of the Green, and Javon wants to get her story. However, she hasn't been seen in several weeks, and there are a few in the sept who are worried she may have disappeared to die in peace.

### Territory

- **GalliardNotes.ca (Contacts)** This forum is used by tech savvy Galliards from around the Nation. The forum is password locked and uses a spirit two-factor passcode system to help prevent unauthorized users.

- **Sept of the Wooden Man** This sept is built around the husk of an Inanimae who also appears to be the same being as the caern totem. Several fae are affronted and wish to have the caern turned over to them.

### Kinfolk, Packmates, and Enemies

- **Alice Molin (Contact)** Alice left Javon's sept for another a few years ago because she got pregnant with a metis child. She's still fond of her nephew, and happy to share information she comes across.

- **Duke Shukar of the Sluagh (Enemy)** This strange young man claims to be the leader of the local fae population. He has a particular axe to grind with Javon, as they have known each other for quite some time.

- **Victor Robinson (Packmate)** Victor is a fellow Galliard with a love for podcasting. He has a very popular Black Dog Games podcast where he is reviewing Warlock: The Pretension and Pixie: the Delusion.

### Whispers

- **Fae Touched:** Javon comes from a caern with a connection to the Dreaming, and several Garou believe the entire sept is fae touched, and Javon in particular.

- **Connected to Ancestors:** Some say Javon has the ability to speak with Bone Gnawer ancestors, and he is using stories from them to fill his books.

### Image

- Javon is a younger black man who keeps his hair around shoulder length when straightened. He loves experimenting with his hair, though, and rarely has it the same style for long. He prefers to wear comfortable clothes but will throw on a borrowed

suit if he needs to interview someone he has never met before. In wolf forms he appears as a mottled wolf of various colors.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 2 (2/3/4/4), Stamina 2 (4/5/5/4); Charisma 3, Manipulation 3 (1/0/0/0), Appearance 2 (1/0/2/2); Perception 3, Intelligence 4, Wits 3

**Abilities:** Empathy 1, Expression (Writing) 4; Crafts 2, Drive 1, Etiquette 2, Performance (Storytelling) 4, Stealth 1, Survival 1; Academics (History) 4, Computer 2, Enigmas 2, Investigation 2, Science 1, Technology 1

**Backgrounds:** Contacts 4, Mentor 1

**Gifts:** (1) Smell of Man (Homid), Perfect Recall (Galliard), Cooking (Bone Gnawer)

**Rank:** 1

**Rage:** 4

**Gnosis:** 2

**Willpower:** 4

**Glory:** 2

**Honor:** 1

**Wisdom:** 3

## Katla "Gandr Dancer" Valsdottir

**Howl:** A Witch by Any Other Name

**Quote:** "Stand back!! When the spirits get like this, they don't care who they hide within!"

**Breed:** Homid

**Auspice:** Theurge

**Tribe:** Get of Fenris





## A Witch from a Family of Witches

Don't hex the kids in your class. Don't hex your teacher. Kat, please, stop hexing the crossing guard. Of course, with every admonition to stop hexing, Katla took it on herself to do one more hex for good measure. While her mother rolled her eyes, she was convinced her daughter would join the ranks of the Verbena when she came of age, and at least she'd already be prepared. When she went through her First Change, after a boy pushed his luck and tried to cop a feel, well, *THAT* was unexpected. The coven went into full memory management mode though, and soon the town didn't even remember the Peets had a son.

When the Fenrir arrived to collect their lost cub, things got tense, but Katla soothed things by calling forth her kin-fetch, who took charge of the situation before things got violent. Since then, she has quickly become known for being an excellent Theurge, one with an affinity to the spirits known to very few of her Auspice at her rank. Katla has staked a claim on her triple heritage — witch, spirit born, and Garou — by spending most of her time in the Umbra near her sept's caern.

### Plots and Ambitions

- **The Witches and Wolves:** Relations between the Fenrir and the Verbena have always been tense, but Katla is acting as a bridge between them. It doesn't matter that she wants nothing to do with being a diplomat; her mother and sept leaders expect her to.

- **My Father?:** Katla's mother has never spoken of her father and seems physically incapable of having the conversation. It seems obvious he was either a spirit or a Garou, but regardless, it's strange. Katla is focused on finding out, because it seems relevant to the eerie dreams and omens she's been having.

### Territory

- **The Grove (Allies)** Hart's Grove is a beautiful pagan worship space with a set of standing stones and permanent god pole idols. It's also home to Katla's family coven. It houses a node/caern too, and this is a point of contention between Garou and Mages. The caern spirit is Mocking Raven.

- **University Books** This small bookstore is named for, but unaffiliated with, the University in town. This is one of Katla's home's away from home, representing a relatively rage free place for her to relax, read a book, and get a good cup of tea or coffee.

### Kinfolk, Packmates, and Enemies

- **JD Garcia (Packmate)** John David (JD) is a traditional Fianna, including a familial connection to the fae. This similar weird family history has brought JD and Katla together, as they have some odd things to commiserate over.

- **Mocking Raven** Ravens have a strange place in Fenrir mythology, both for their connection to their enemy, Odin,

and to their Corax allies. Mocking Raven has a powerful interest in Katla and seems intent on providing her little trinkets whenever she visits the Grove.

- **Freya Paxton** Freya is a fellow Theurge who was slighted by Katla, and this has pushed her toward making increasingly bad decisions. She hates Katla and is planning ways to kill her, including working with a local Wyrms-corrupted Mage to kill her and her entire coven.

### Whispers

- **Too Traditional:** A gandr is a wand or polestaff used in Fenrir and Verbena magic. However, it's also got connotations around being a sex toy, and since the spirits bestowed Katla her deed name, it's a source of a lot of whispers in the community.

- **Spirit Born:** The persistent theory is that Katla's father is a spirit, perhaps even Mocking Raven. There are also darker stories about her being related to more antagonistic forces arrayed against the sept.

### Image

- Katla is a short white woman with a sharp eye and tongue. She keeps her dark, brown curly hair tied back. She dresses for the occasion but prefers black over any other color. Her sharp blue eyes seem to shine in Lupus form, where she is otherwise a nondescript grey wolf.

**Attributes:** Strength 3 (5/7/6/4), Dexterity 1 (1/2/3/3), Stamina 2 (4/5/5/4); Charisma 3, Manipulation 3 (1/0/0/0), Appearance 2 (1/0/2/2); Perception 4, Intelligence 3, Wits 3

**Abilities:** Alertness 1, Brawl 1, Empathy 3, Intimidation 3, Leadership 1, Primal-Urge 2, Streetwise 1, Subterfuge 1; Animal Ken 1, Etiquette 2, Larceny 1, Stealth 1; Enigmas (Spirit Speech) 4, Occult 1, Rituals (Spirit Rites) 4

**Backgrounds:** Fetish 1, Pure Breed 1, Rites 3, Spirit Heritage 4

**Gifts:** (1) Master of Fire (Homid), Spirit Speech (Theurge), Spirit Snare (Theurge), Visage of Fenris (Get of Fenris); (2) Command Spirit (Theurge)

**Rank:** 2

**Rage:** 2

**Gnosis:** 4

**Willpower:** 4

**Glory:** 1

**Honor:** 1

**Wisdom:** 5

**Merits:** Notable Heritage (Social), Spirit Magnet (Supernatural)

**Rites:** Rite of Cleansing (1), Rite of Contrition (1), Rite of Binding

**Fetishes:** Spirit Snack, Level One, Gnosis 4; This fetish is a small bag with the kenaz rune knitted into it. Activating the Spirit Snack allows the user to convert a single point

of Gnosis into enough food to feed a pack. Alternatively, food can be put into the bag and converted into Gnosis. This Gnosis can only be used to feed spirits.

## Henry "Seeker of Spirits" Fournier

**Howl:** Tech-Gnostic Warrior

**Quote:** "Yes, I can use a computer. Yes, I'm a Theurge. Yes, I'm a member of Younger Brother's tribe. Fuck off!"

**Breed:** Homid

**Auspice:** Theurge

**Tribe:** Wendigo

### Native Nerd

Growing up Native in rural New England isn't easy. The micro-aggressions were a warmup run for the full-on aggressions, and Henry was beaten up badly by the football team before he flipped, Changed, and bashed their collective heads to a pulp. His aunt arrived a few hours later and began the process of inducting him into his second level of tribal affiliation. This initiation did nothing to stop his interest in computers, math, and now the spirit world.

Some of his tribemates worry about his investment into Weaver tools, but Henry has used his skills to great success for the sept, and so far, they've let him do his thing. When he hacked into DragonCement's financial files to show they were paying for the dumping of heavy metals in the water, well, it was a coup to see the company shuttered without putting their warriors in harm's way. Henry has recently used some money he made from a mix of hacking and basic stock investment to open an electronics repair business. While he doesn't do the work himself, he has helped awaken several of the tools used by the company to make their repairs more holistic and effective.

### Plots and Ambitions

- **Following Up on DragonCement:** While getting the business shut down by the police was good, there is more information Henry didn't share. He's not quite sure how Dragon and Endron are connected, or how Ten Tickle Ales plays into things, but there are a lot of letters and emails between the three companies — not exactly adding up to something, but it does seem strange.

- **Spirit Tech Repair:** Henry opened up his electronic store for several reasons, with profit pretty far down the list. His prevailing theory is that awakening more home electronics will cause a greater connection to the spirit world for more people. Of course, some of these awakened spirits are going way above and beyond their mandate.

### Territory

- **The Shop (Resources)** Spirit Tech Repair is a relatively small building connected to a grocery store. On its surface it's



an unremarkable place, but Henry has gone far enough to awaken the building itself as well as many of the spirits within it.

- **Blue Hill Sept** Henry's home sept is multitribal but led by Younger Brother. They limit the amount of non-tribe members but have built a decent relationship with several Bone Gnawers, Older Brother, and Black Furies, who make up the majority of non-YB tribe members. The sept is named for their totem, Blueberry, whose fruit can be found covering the region.

### Kinfolk, Packmates, and Enemies

- **Sunow' (Enemy)** This powerful shadow-weaving Native American leech has been watching Henry for several months now and is trying to decide if she is going to attempt to turn him or simply murder him outright.

- **Moxus (Ancestor)** As an ancestor spirit, this Garou has been key to encouraging Henry to utilize Weaver tech. Moxus happily learned how to use many Weaver tools regardless of their origin, and he believes his descendant should use new tools to their advantage. He's also familiar with the leech who has Henry in her sights.

- **Sarah French (Packmate)** Sarah is a Black Fury who agrees wholeheartedly with Henry about using Weaver tools. She's not quite convinced awakening all kinds of spirits is a good decision, though, and is considering telling the sept's Theurges of Henry's plans.

### Whispers

- **Weaver Tainted:** Some members of his tribe and sept believe Henry has fallen or is on his way to falling to the Weaver.

- **Fake Battle Scar:** There are rumors Henry's battle scar is self-inflicted and not from the fomori he claims he battled.



- **Ex-Boyfriend Issues:** In high school there was only one person who was kind to Henry, Billy. Billy broke up with Henry after he disappeared following his First Change but has started calling his relatives looking to get back in contact with him.

#### Image

- Henry is a thin 6-foot-tall man with a shaved head, because of a battle scar cutting from forehead to the back of his neck. He's quiet until brought directly into a conversation about something he loves, when he throws himself headlong and 100% into it. In Lupus form he is a grey wolf with black leg fur. In all furred forms his battle scar is obvious and cuts a sharp line through his fur from over his right eye back to his shoulders.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 4 (4/5/6/6), Stamina 2 (4/5/5/4); Charisma 2, Manipulation 3 (1/0/0/0), Appearance 2 (1/0/2/2); Perception 2, Intelligence 4, Wits 4

**Abilities:** Alertness 1, Brawl 1, Empathy 1, Leadership 1, Subterfuge 1; Crafts (Wiring) 2, Etiquette 1, Firearms 1, Larceny 2, Stealth 1, Survival 2; Computer (Hacking) 4, Enigmas 2, Investigation 1, Law 1, Occult 2, Rituals 1, Technology 2

**Backgrounds:** Ancestors 1, Resources 2, Rites 2

**Gifts:** (1) Apecraft's Blessing (Homid), Spirit Speech (Theurge), Resist Pain (Tribal)

**Rank:** 1

**Rage:** 2

**Gnosis:** 3

**Willpower:** 4

**Glory:** 1

**Honor:** 0

**Wisdom:** 3

**Rites:** Rite of Spirit Awakening 2

## Zack "Litigates the Wyrms" O'Brien

**Howl:** Lawyer for the Garou Nation

**Quote:** "While technically true, the contract is clear. Pay up."

**Breed:** Homid

**Auspice:** Philodox

**Tribe:** Fianna

#### Advocate for the Disadvantaged

Law school exhaustion is a good source for the Rage required to instigate the First Change, it seems. Zack assumed he was only Kinfolk and needed to get his law degree to help his family and sept keep on top of legislation and attempts to steal their land. When he rampaged through the legal



library at Boston College one night, he came to his senses thankful he hadn't killed anyone but devastated to see he'd that destroyed hundreds of rare books. The sept happily welcomed him into the fold as a Philodox, and he finished his Juris Doctorate with a handful of online courses. Reason, logic, and effective word choice are still valuable in the Garou world, and Zack quickly became known as *Litigates the Wyrms*.

Zack recently became a senior partner in a Kinfolk owned law office. He doesn't meet with clients or appear in court, normally, but he does work focused around the intersection of Garou life and the legal system. He's so far saved several kin families from eviction and is gaining a seriously positive reputation among them.

#### Plots and Ambitions

- **Who Judges the Judge?:** Zack is part of a group of Philodox who are using internet fora to passionately discuss the idea of changing elements of the Litany as taught to young Garou. Their interpretation of the full epic poem leaves them in disagreement with several of the 'key' parts of the Litany, but they have yet to broach the topic with the Nation at large.

- **Drones In the City:** A group of Kinfolk recently went missing from an apartment complex, and Zack was able to track them down. However, they appear to have been transformed into drones, working in a factory without stopping. Zack wants to act, but he's unsure if firing in "the Garou way" will fix the situation or not.

#### Territory

- **O'Brien, Louis, and Singh (Resources and Kinfolk)** The law office is the place Zack is most frequently found. His office is separate from the others, and he has a small team

of Kinfolk who work directly for him. The non-kin staff call him, "The Angry One" and avoid him like the plague. He has one staff member, Natali Cummings, who is disgruntled, and may be feeding information to Connor O'Keefe (see below).

### Kinfolk, Packmates, and Enemies

- **Mephi Faster than Death (Ally)** Zack did Mephi a favor and helped with an immigration visa for his Kinfolk. This has earned him a powerful ally he can potentially turn to if he needs something of similar weight.

- **Alina Matson (Packmate)** Alina is a fellow Fianna packmate; she is married to Thomas, with whom she has three kids. She and Thomas are very close to Zack, for whom her husband works as a clerk.

- **Connor O'Keefe (Enemy)** O'Keefe's ghouls got an earful when they lost a case to Zack, and the Milliner Leech is doing everything in his power to tear him and his law practice to the ground.

- **Ivan Ivanovich (Contact)** Ivan is a Russian Silver Fang who owes Zach a favor and doesn't like this situation.

### Whispers

- **Consolidex Patsy:** A few Kinfolk have noticed one of Zack's partners used to work for Consolidex Worldwide and think Zack might be corrupted.

- **Attracted to His Packmate:** Zack spends a lot of time at Alina's house when he's around the sept, and there are whispers he's a bit too close to his packmate and her husband.

- **Seeking a Promotion:** Pushing for Rank isn't a problem, but there are a few sept members who think Zack is pushing for Rank more quickly than he should be for his age and experience in 'field' operations.

### Image

- Zack has deep red hair and a very pale complexion, with occasional freckles here and there. He's usually got a serious face unless he's helped win a case, and then he's smiling and laughing with everyone else. He prefers suits but has a pair of sports shorts attuned to him for when he thinks he might need to shift. Zack's Lupus form is a white wolf with tufts of red fur throughout his coat.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 2 (2/3/4/4), Stamina 2 (4/5/5/4); Charisma 4, Manipulation 4 (2/1/1/1), Appearance 2 (1/0/2/2); Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 2, Empathy (Sensing Truth) 4, Expression 1, Intimidation 2, Leadership 2, Subterfuge 2; Etiquette (Making Friends) 4, Performance (Oratory) 2, Survival 1; Academics (Legal History) 1, Computer 1, Enigmas 1, Investigation 1, Law (Land Law) 4, Occult 1

**Backgrounds:** Allies 2, Contacts 2, Kinfolk 3, Resources 2

**Gifts:** (1) Persuasion (Homid), Truth of Gaia, Scent of the True Form (Philodox), Two Tongues (Fianna)

**Rank:** 1

**Rage:** 3

**Gnosis:** 1

**Willpower:** 5

**Glory:** 1

**Honor:** 3

**Wisdom:** 2

## Beth "Spirit's Pathstone" Page

**Howl:** Outside Judge to the Nation

**Quote:** "According to *The Ballad of Lucky Linea* you should not raise a hand to a child. Put your paws down or I'll lower them for you."

**Breed:** Metis

**Auspice:** Philodox

**Tribe:** Silent Striders

### A Weird One, Lost in Space and Time

Her parents were lost in the Deep Umbra, but at least they had one another. They took solace in each other, and Beth was born outside of the world. Her birth was also the spark which freed them from their prison. The two Striders returned to Gaia's embrace but didn't spend much time in the world. Instead, they kept moving, sept to sept, moon bridge on moon bridge. By the time Beth went through her First Change, she had spent more time in the Umbra than the physical world. Her First Change was sudden, during an unexpected attack by a Nexus Crawler. Her father died, and her mother fell into Harano and lost the wolf.





Beth wasn't sad. In fact, she really didn't feel anything. She didn't like her father dying and her mother caged in sorrow, but she knew she needed to get to work, so she did. Since then, she has been moving, roaming, and carrying stories, judgement, and ultimately death with her at every step. The spirits demand her attention, but more importantly, the Garou Nation needs to learn to understand it's laws better, it's Codes and Creeds, it's Litany. Beth would be higher rank if she'd gone through her Rite of Passage sooner, but, in the end, she had things to do and only found the time for recognition when it suited her needs.

### Plots and Ambitions

- **Judging The Book:** John North-Wind's-Son (see *Apocalyptic Record* p. XX) is trying to collect and lock down the tales of the Nation. Beth believes this is a sacrilege, because the spirits must hear the tales of the Garou to judge them appropriately and provide Renown. If she encounters this Ahroun, or any of his associates, she plans to have many words.

- **Wherever it Dwells:** While the Seventh Generation is destroyed, Beth has seen evidence the cult still has tendrils waiting to grow into nests of pain and harm. This is a clear time for the Garou to standup and destroy these monsters before they get back on their feet. Sadly, most of the Nation think when a deed is done, it's done, and Beth is struggling to get people to listen to her.

### Territory

- **The Steel Prison** This hidden place within Scar is where Beth was born, and she carries an innate connection with it. While she rarely visits, she can will herself to pass through the Umbra to the prison with a small amount of focus. From there, if she wanted, she take others with her and explore the Scar.

### Kinfolk, Packmates, and Enemies

- **Ingmar Lauer (Kinfolk)** This banjo playing German kin would prefer to spend his life playing music and ignoring the world. Sadly, his Garou kin call on him to do his other job a little too frequently, cleaning up the messes they make. Beth is a regular acquaintance, even if she's not his kin.

- **Broken-Eyed Edward (Enemy)** The Scar is a horrid place, a remnant of the worst horrors of the Industrial Revolution tied in with the worst excesses of modern industry. Edward was there when Beth was conceived, watching her parents like a fly on the wall. He's been watching her since she was born, too, waiting and planning for his revenge.

- **Steals Bread for Kids (Packmate)** Bone Gnawers try hard to focus on the things they can change, and Steals keeps this front of mind. He's been working with Beth to help feed and protect the kids of various cities from the resurgence of the Seventh Generation.

### Whispers

- **Bane of the Outback:** Beth has traveled to Australia several times and seems to cause spirits there to run away from her. The spirits themselves have not shared why.

- **Wurm Thief:** The reason this Silent Strider never stays in one place for long is because she stole a fetish from a Wurm beast, and now the creature is hunting her.

- **Silver Fang Born:** Some Garou who meet Beth in her homid form assume she is Silver Fang, and even in her wolf forms she gives off an odd sense of being from the tribe, even though she looks nothing like a normal Fang.

### Image

- In Homid form Beth is a thin woman with a light brown skin tone. Her hair is shaved close to her head, which makes her anime elf like ears even more obvious. She never smiles and Rage seems to be the only emotion she demonstrates on a regular basis. She prefers utilitarian clothing with lots of pockets. In Lupus form she appears to be a thin black jackal-like wolf.

**Attributes:** Strength 2 (4/6/5/3), Dexterity 5 (5/6/7/7), Stamina 3 (5/6/6/5); Charisma 1, Manipulation 1 (-1/-2/-2/-2), Appearance 4 (3/0/4/4); Perception 3, Intelligence 2, Wits 3

**Abilities:** Alertness 3, Athletics 3, Brawl 2, Intimidation 2, Primal-Urge 1, Streetwise 1, Subterfuge 1; Animal Ken 1, Firearms 1, Larceny 1, Stealth 1, Survival 3; Enigmas 2, Investigation 3, Occult 3, Rituals 3

**Backgrounds:** Fetish 2, Pure Breed 1, Rites 3, Spirit Heritage 1

**Gifts:** (1) Sense Wurm (Metis), Truth of Gaia (Philodox), Speed of Thought, Visions of Duat (Silent Strider).

**Rank:** 1

**Rage:** 3

**Gnosis:** 3

**Willpower:** 3

**Glory:** 0

**Honor:** 4

**Wisdom:** 0

**Rites:** Gathering for the Departed 1 (see W20 p. 209), Rite of Becoming 3

**Fetishes:** Calm the Angry Spirit, Level 2, Gnosis 6; This fetish appears to be a small pair of bones tied together with red cord with delicately carved glyphs. By holding them out with conviction, and an activation roll, the Fetish will instantly calm any angry human dead. If you are using **Wraith: The Oblivion** rules, the wraith may use this opportunity to take back control from their Shadow.



# HOWLS OF APOCALYPSE

## *Howls of Apocalypse*

*It is an impossible task to put the smells, tastes, and emotions of battle into writing, but we will try. After all, without examples, how are you supposed to know how best to fight the Wyrms?*

*Our howls are recorded here. Howls against Pentex, against Black Spiral Dancers, against Skull Pigs, against unknowing humans caught in the Wyrms' thrall.*

*Listen to these howls. Play through them yourself. Learn something, young pup, that will prepare you for the eternal battlefield.*

## *Howls of Apocalypse includes:*

- Three full chronicles for your groups to play, introducing them to different aspects of **Werewolf: The Apocalypse 20th Anniversary Edition**.
- New powers to use in your war against the Wyrms.
- Ready-made characters you can play straight from the page, encompassing a diverse range of tribes.

